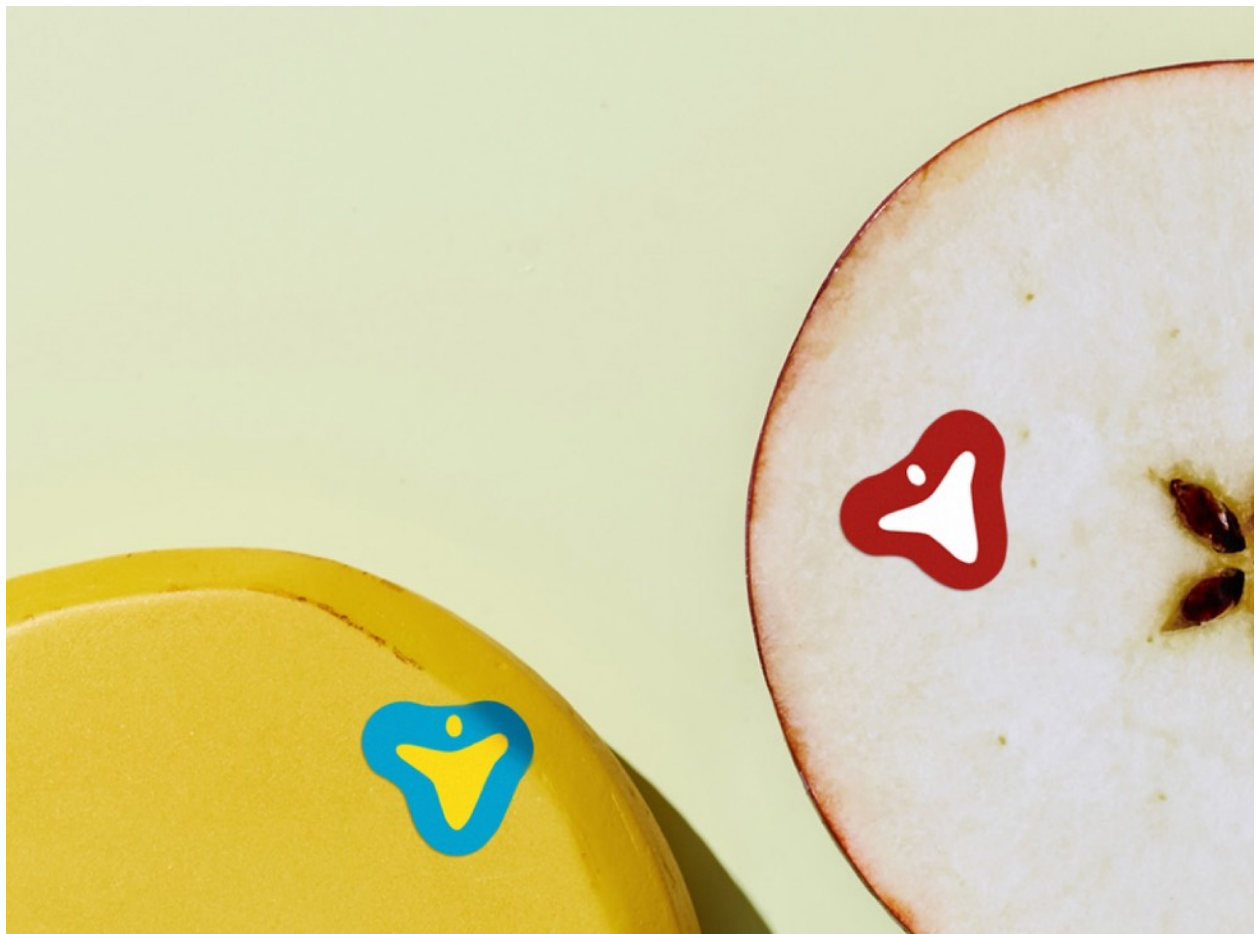
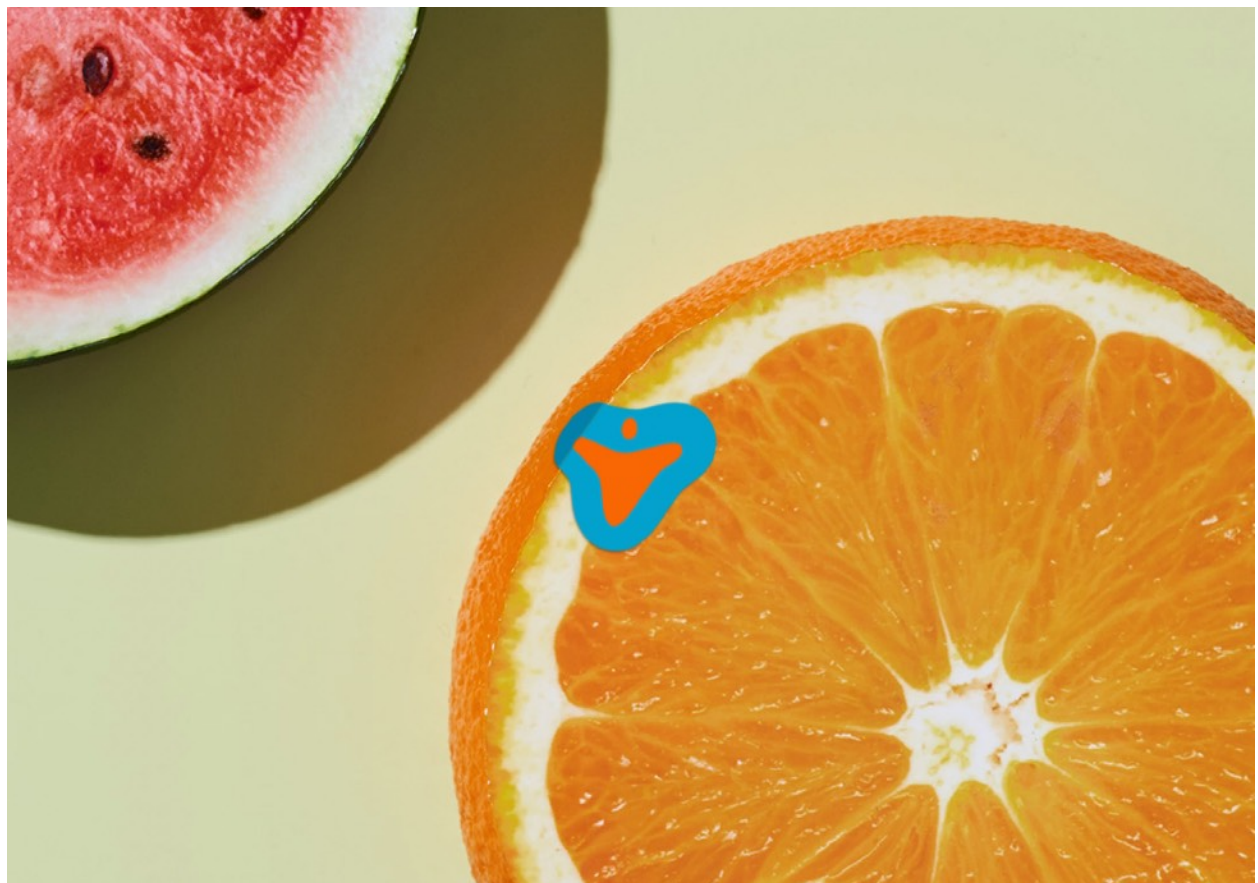
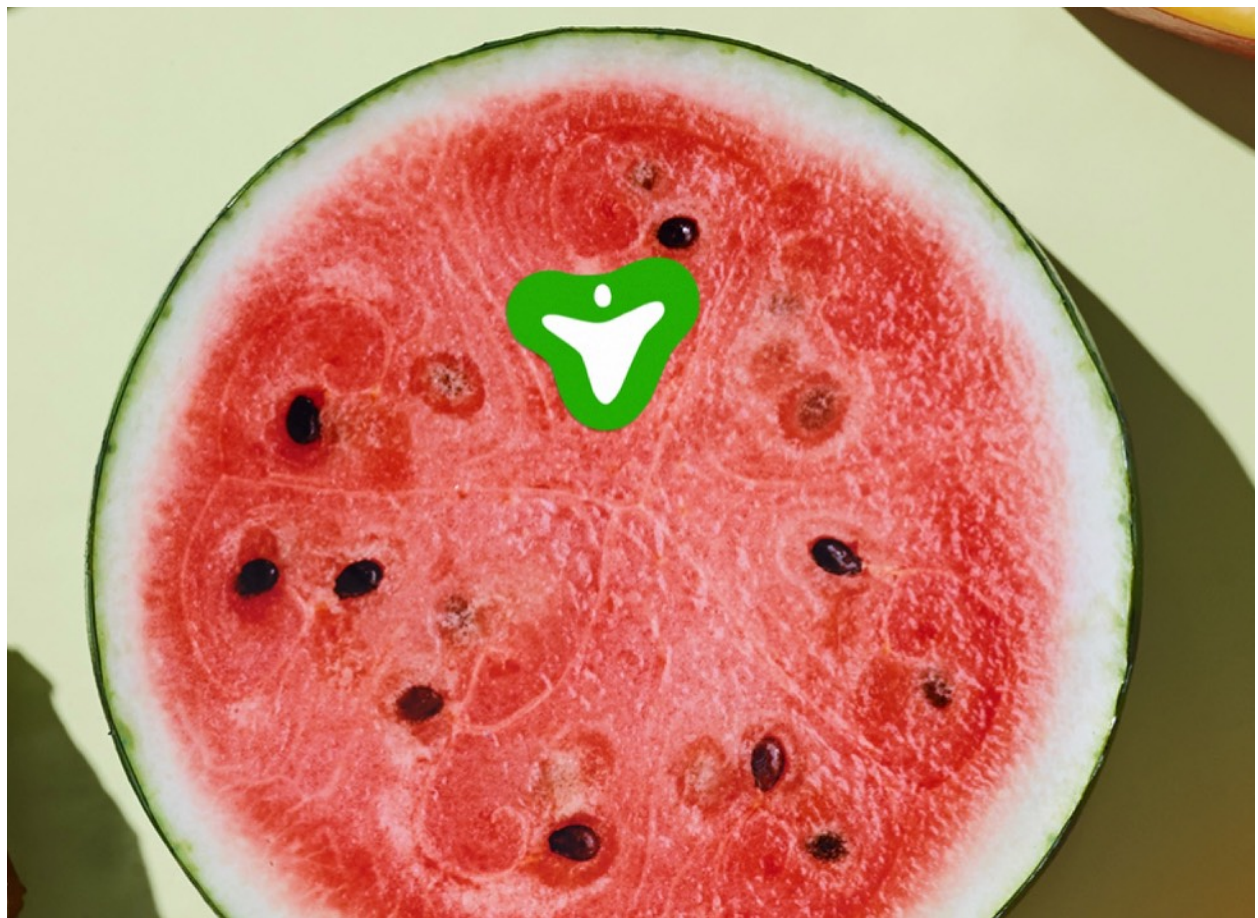


YZY JUICE
STICKER DESIGN
CONSULTATION



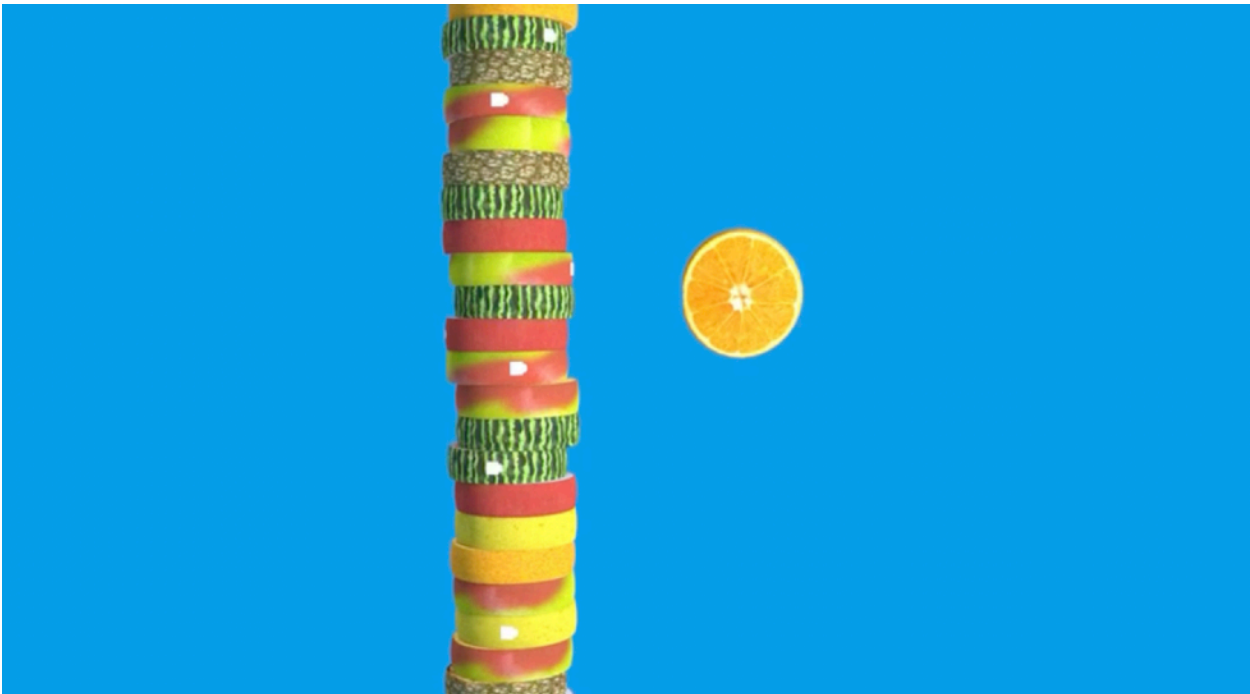


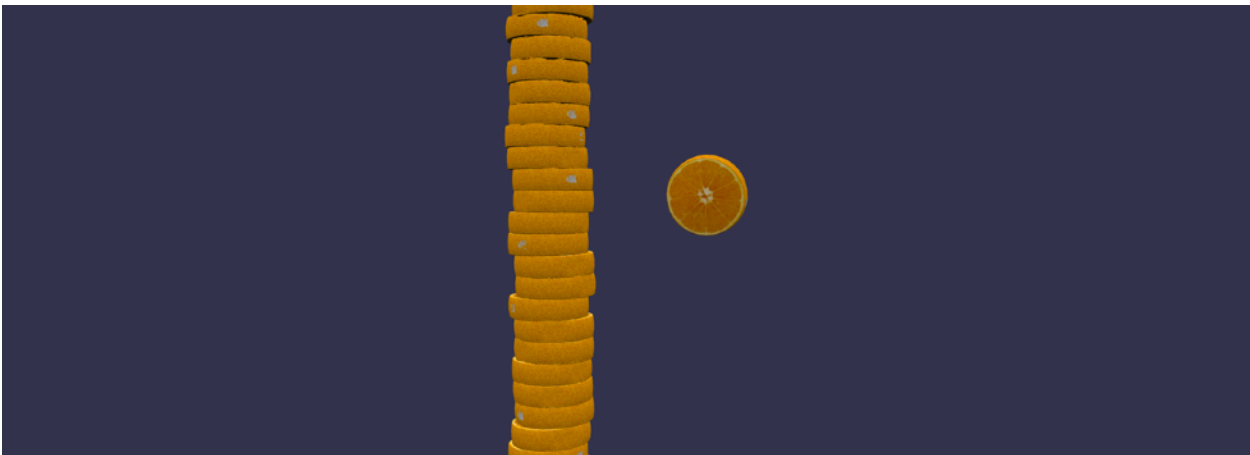
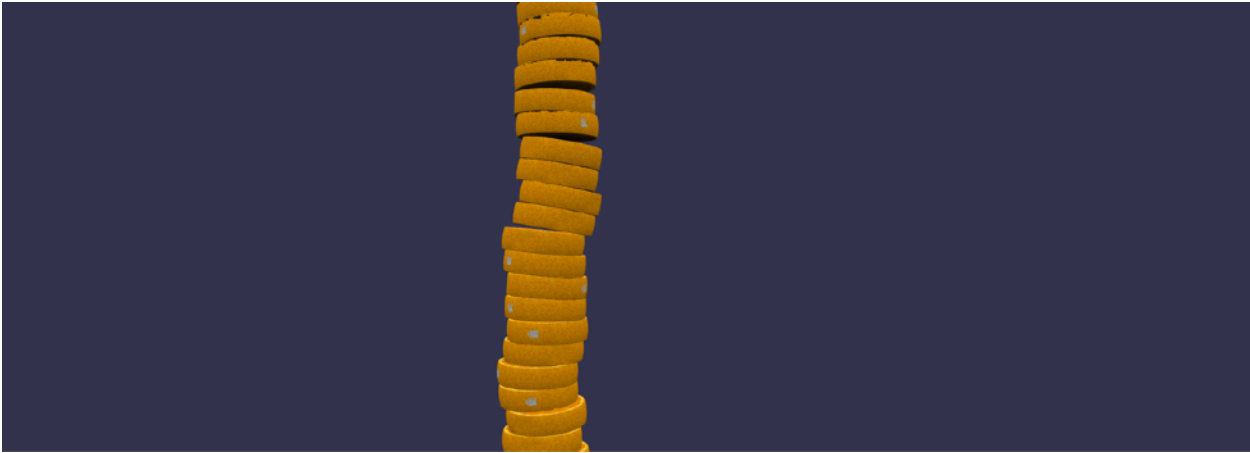
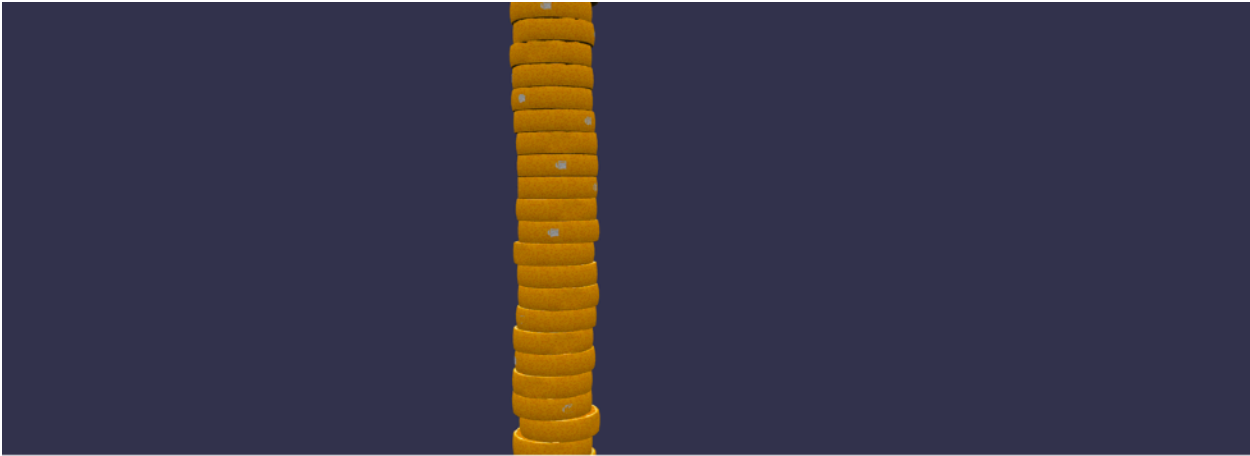




YZY JUICE WEBSITE CREATIVE DIRECTION







YZY APP

CONCEPTS & SKETCHES

APP OVERVIEW



STEP 1
GAMIFY SHOPPING EXPERIENCE

INTUITIVE STORE
ACCESS ALL YZY PRODUCT

CLOTHING
MUSIC
STEM PLAYER
JUICE
SHOES

PURCHASED ITEMS DISPLAYED
IN INTERACTIVE INVENTORY

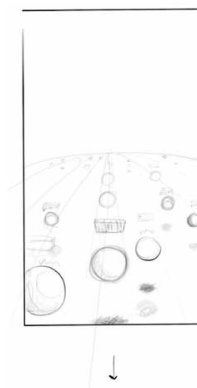
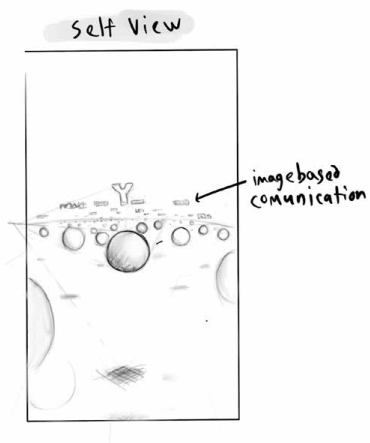
PLAY WITH VIRTUAL VERSIONS
OF PURCHASES

YZY APP ALL WRLDS

MASSIVE MULTIPLAYER ONLINE GAME
FOCUS ON CREATION

OBJECTIVE

BUILD AND MODIFY ONLINE SELF
INTERACT WITH OTHER PLAYERS
CREATION AND COMMUNICATION
ACCESS POINT FOR ALL YZY CONTENT



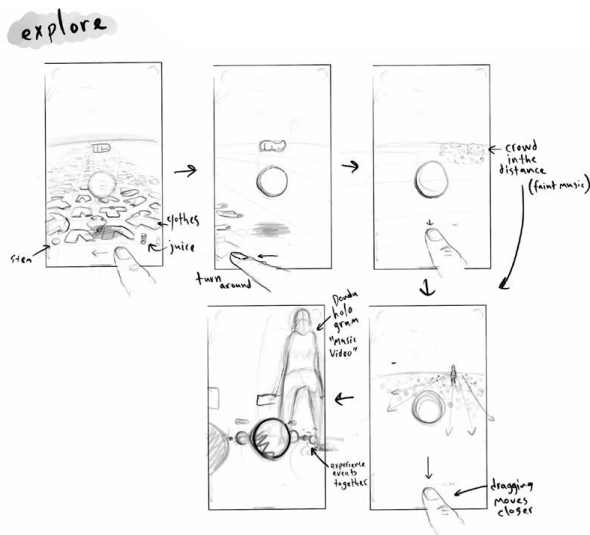
STEP 2
OPEN UP WORLD

NAVIGATE AND SEE OTHER PLAYERS
IN VIRTUAL LANDSCAPE

PLAYERS LAUNCHED AS SIMPLE AVATARS
WITH ACCOMPANYING TEXT

INTERACTION BY CHANGING USERNAME
AS COMMUNICATION SYSTEM
NO DMS NO FOLLOWERS NO LIKES

EXPLORE WORLD
DISCOVER FEATURES OF THE APP
SPATIALIZED

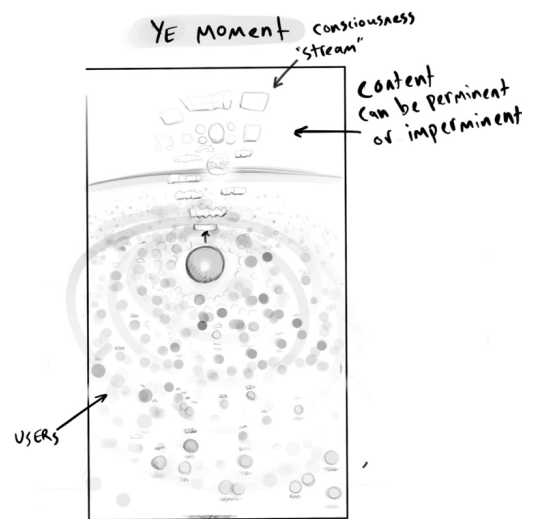


SHOPPING ZONE
HARVEST CLOTHING

DONDA AREA
EXPERIENCE THE ALBUM

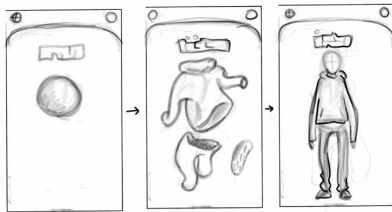
KANYE STREAM OF CONSCIOUSNESS
SPATIALIZED
GATHER AND WATCH REAL-TIME
CONCERT LIKE SETTING

BROADCASTED CONTENT
CREATES MOMENT
EPHEMERAL OR PERMANENT

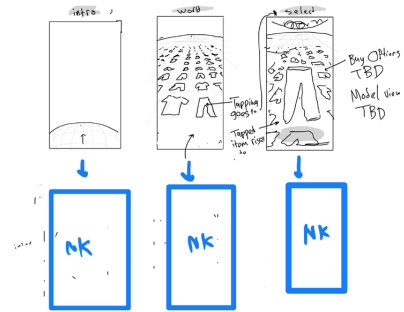


STEP 3
INTRODUCE MODIFICATIONS

DIALOGUE BW PLAYER AND INVENTORY
WEAR CLOTHING FLOATING IN SPACE
UNDER PLAYERS USERNAME



SHOPPING
EXPERIENCE
UI

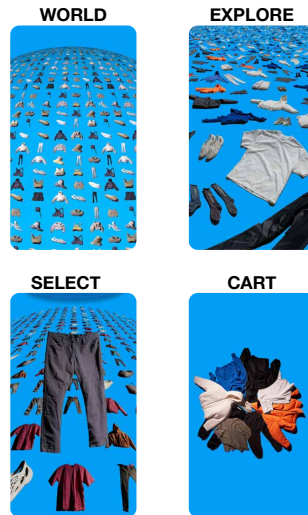


*As we update
We add features
and customization
capabilities*

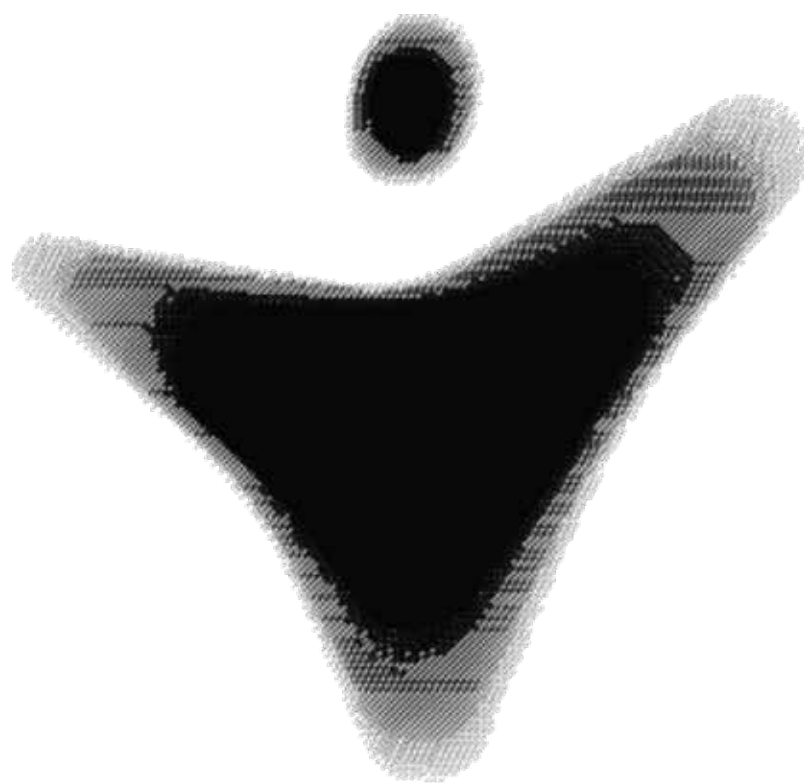
STEP 4
UNLOCK TOOLS

MODIFY VIRTUAL SELF

SKINS
CLOTHING MODS
AURA COLOR
WALK CYCLES
EMOTES







DONDA MUSIC VIDEO
STORYBOARDS /
RESEARCH &
DEVELOPMENT

DONDA'S GLORY

IDEA

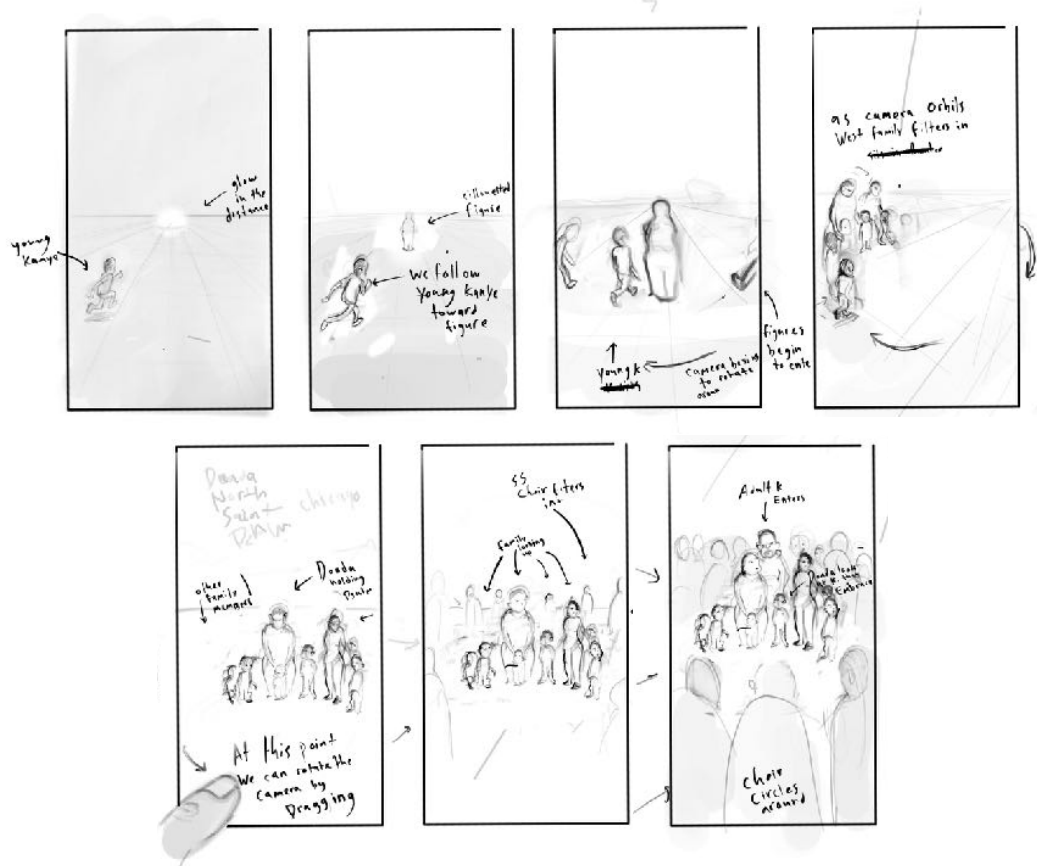
**DONDA'S GLORY IS AN INTERACTIVE NARRATIVE THAT UNITES
THE LATE DONDA WITH HER GRANDCHILDREN**

**AS THE VIDEO OPENS WE FOLLOW A YOUNG KANYE WEST
INTO AN INTIMATE SCENE FEATURING KANYE'S FAMILY**

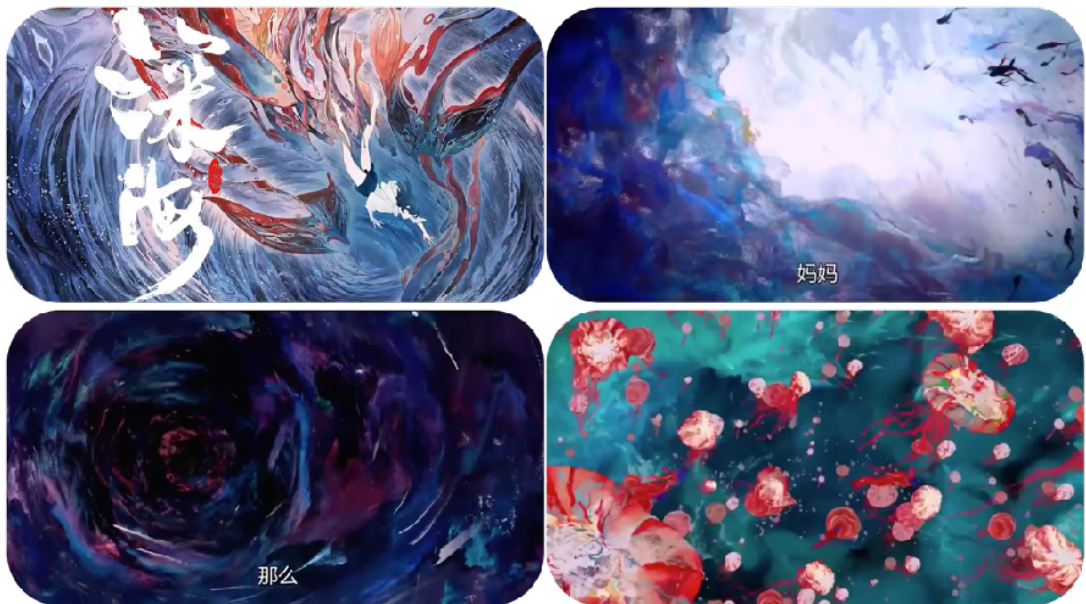
**THE VIDEO WILL BE SET TO MUSIC INCLUDING DONDA'S
VOICE AND THE SUNDAY SERVICE CHOIR**

DONDA'S GLORY WILL DEBUT ON THE YEEZY APP

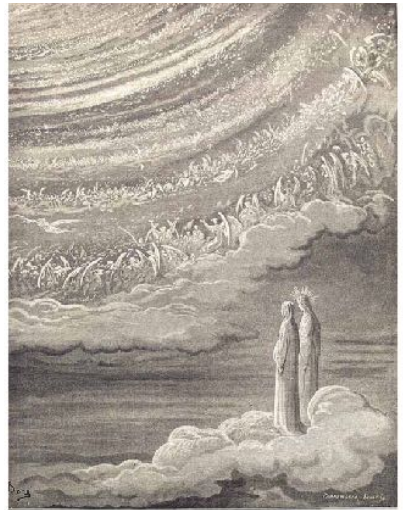
STORY BOARDS



REFS







INTERNAL TEAM

NICK KNIGHT
AESTHETIC OVERSITE
LIGHTING AND COLOR UI

YOUNG JAKE
CREATIVE DIRECTOR

AISHA
PRODUCTION COORDINATOR

KATHLEEN
PRODUCER

ZACK
APP INTEGRATION

VENDORS

POWSTER
SCAN
PROCESS ASSETS
CREATE DEMO SITE

KALEIDA
CREATE DONDA HOLOGRAM
CASTING AND COSTUMES

START UP STEPS

SHARE DONDA GLORY SONG

COMPLETE STORYBOARDS AND ANIMATIC

CAST DONDA

KW TO APPROVE STORY AND ANIMATIC

KW TO APPROVE BUDGET AND SCHEDULE

FULL AWARDED JOB STEPS

PREP SHOOT AND HOLOGRAM

LA SHOOT

POST PRODUCTION

KW REVIEW SITE FOR REFINEMENT

APP INTEGRATION

PREMIERE DONDA'S GLORY

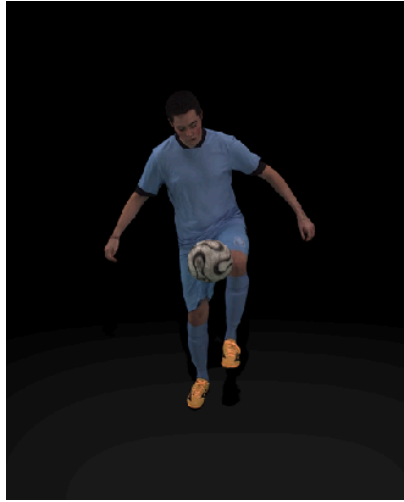
BUDGET

CONCEPT DEMO \$50,000

FULL CONTENT CREATION AND WEBSITE APPROX \$500,000*

*APP INTEGRATION ADD'L PENDING FEATURES

TECH SAMPLE



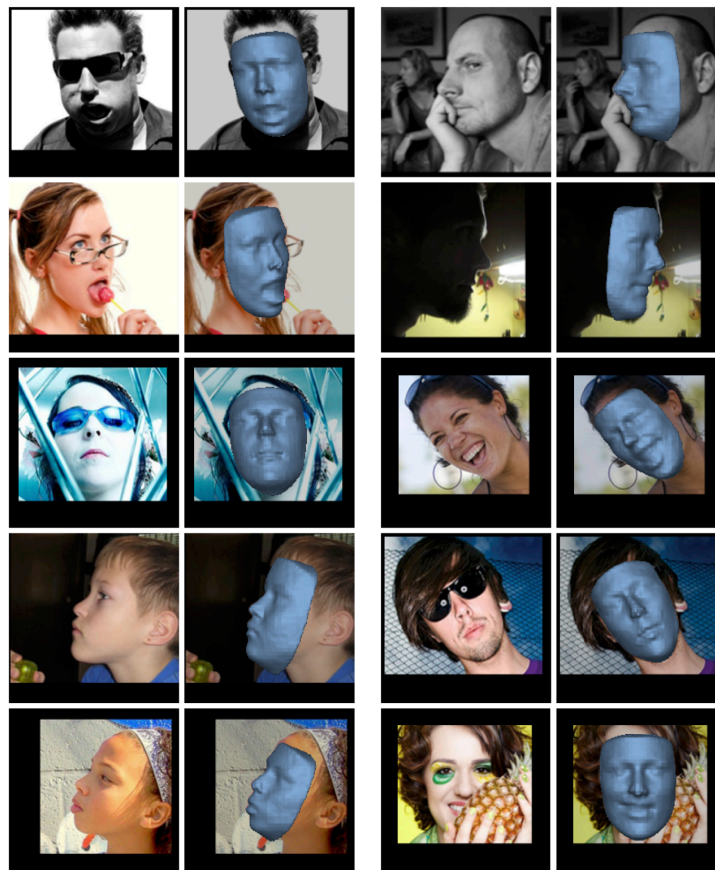
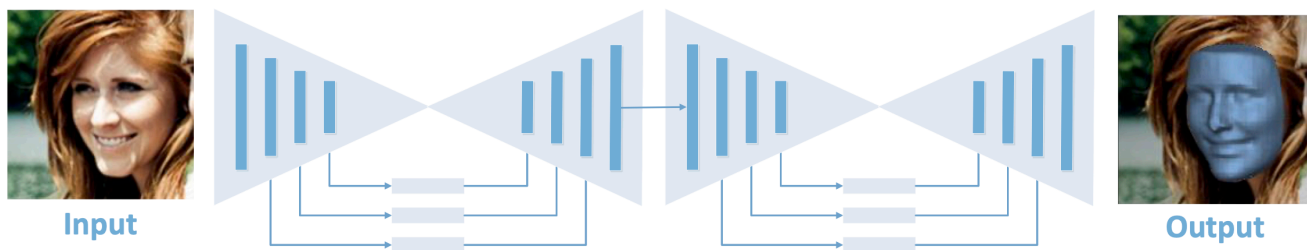
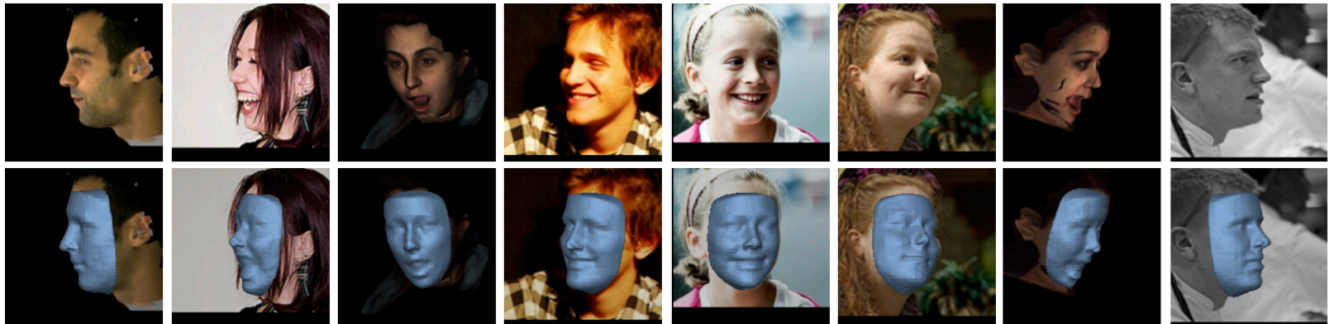
POWSTER VOLUMETRIC VIDEO SAMPLE

[HTTPS://LABS.POW.IO/CAMPFIRE/PROTO/HOLO/](https://labs.pow.io/campfire/proto/holo/)

3D REPRESENTATION RESEARCH

ARTIFICIAL INTELLIGENCE

Large Pose 3D Face Reconstruction from a Single Image Via Direct Volumetric CNN Regression



One Shot 3D Photography

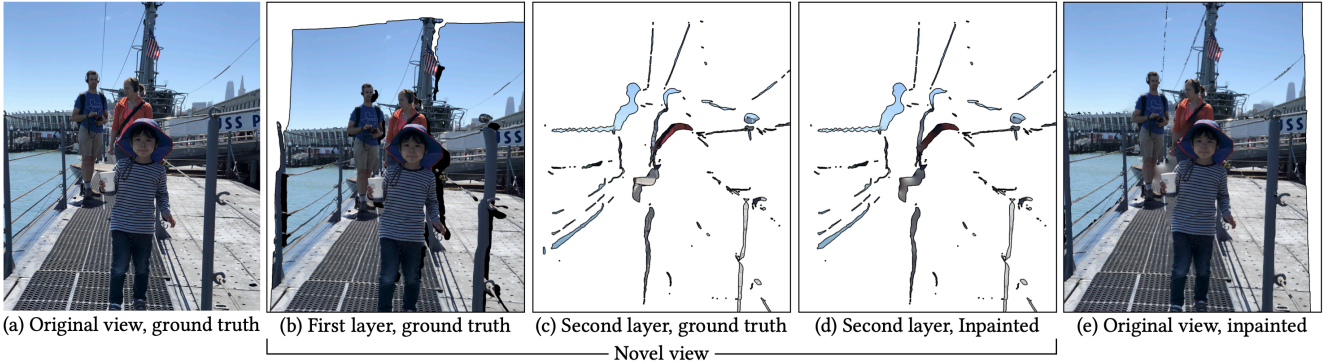
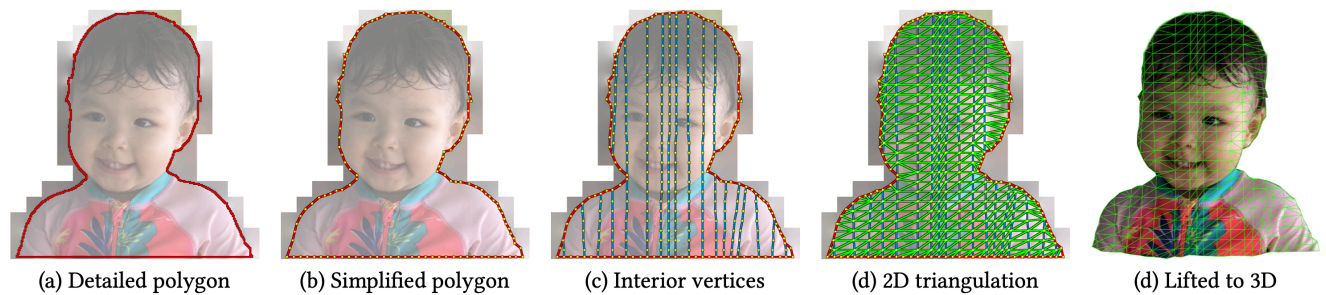
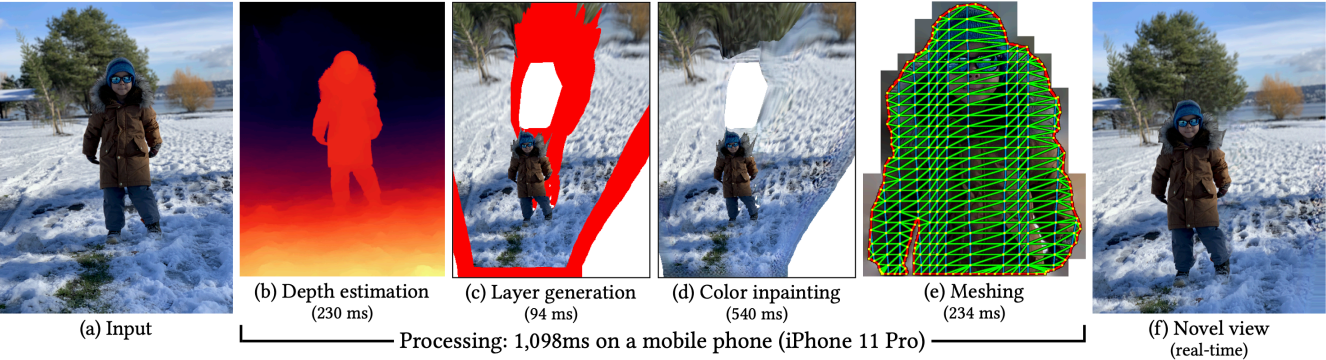
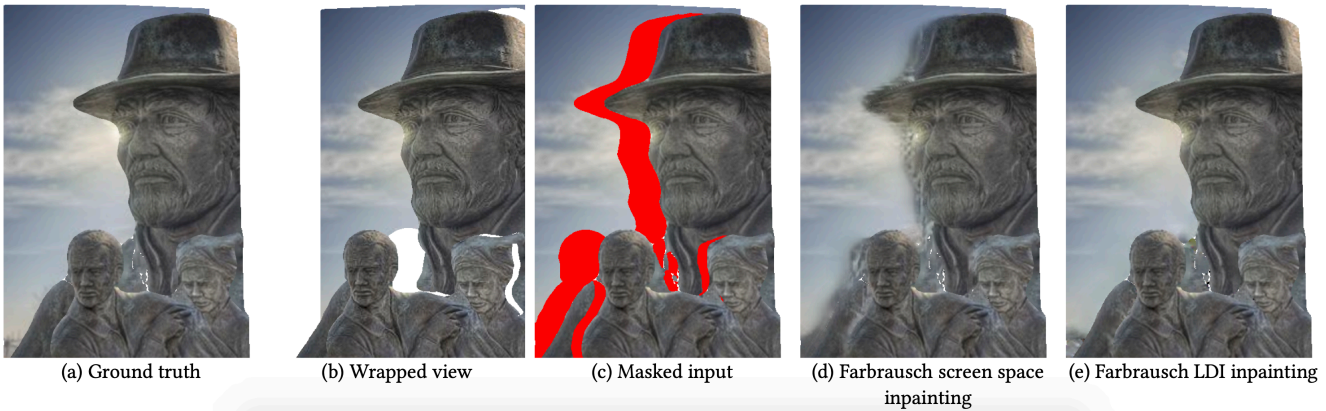


Fig. 12. Inpainting evaluation. In order to evaluate inpainting we follow this procedure: left input image to single-layer LDI (i.e., no extending)



PIFuHD: Multi-Level Pixel-Aligned Implicit Function for High-Resolution 3D Human Digitization



Consistent Video Depth Estimation

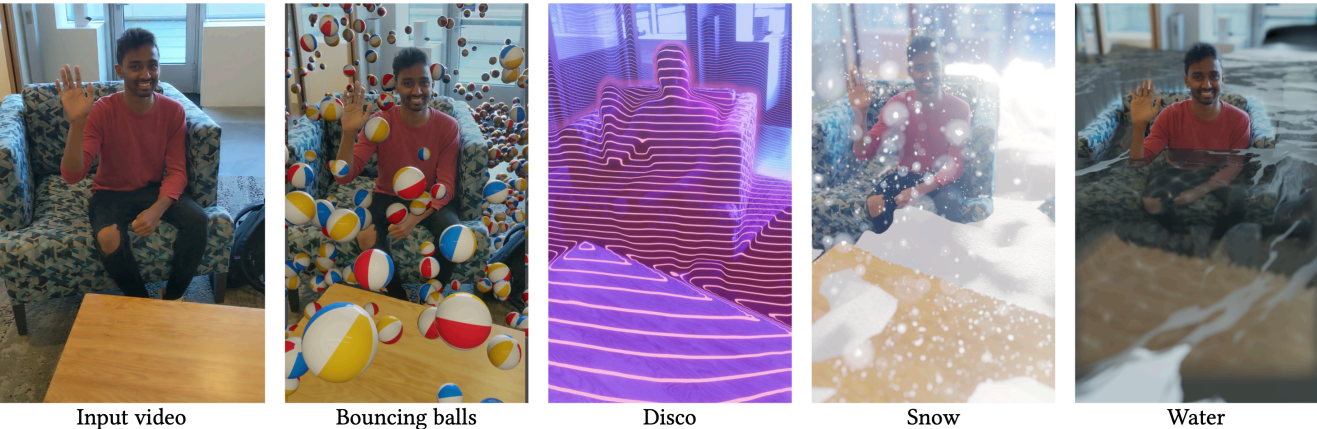
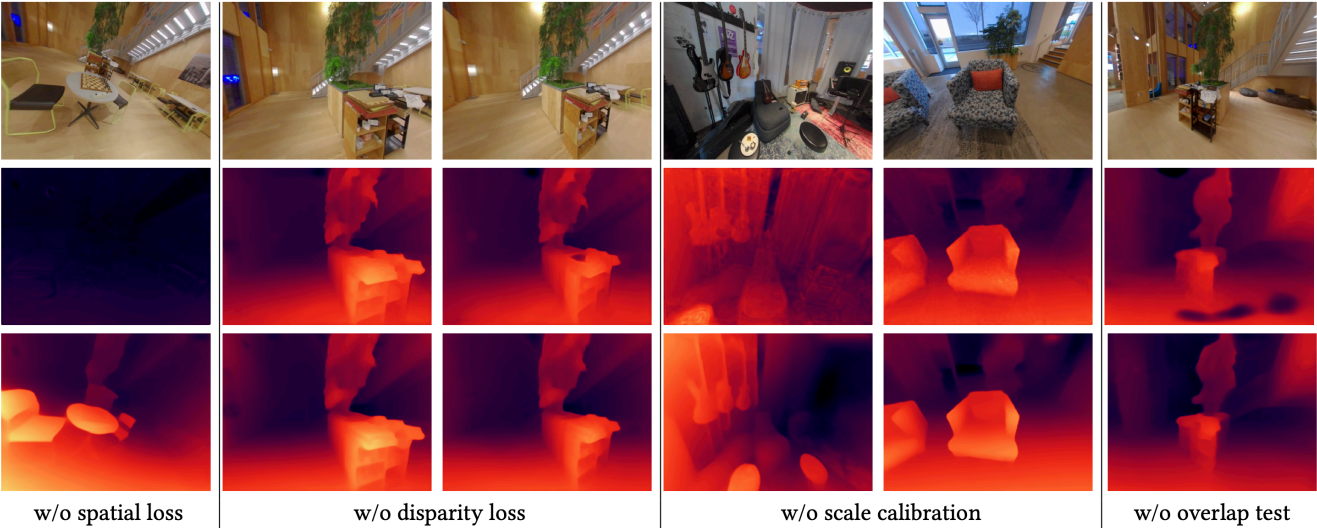
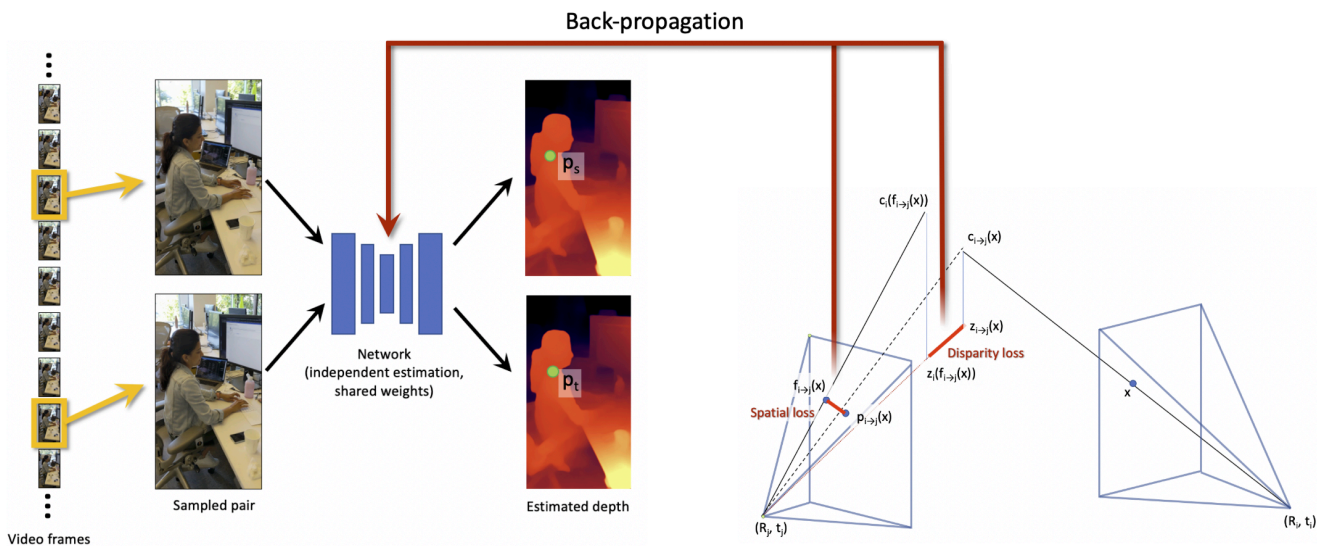
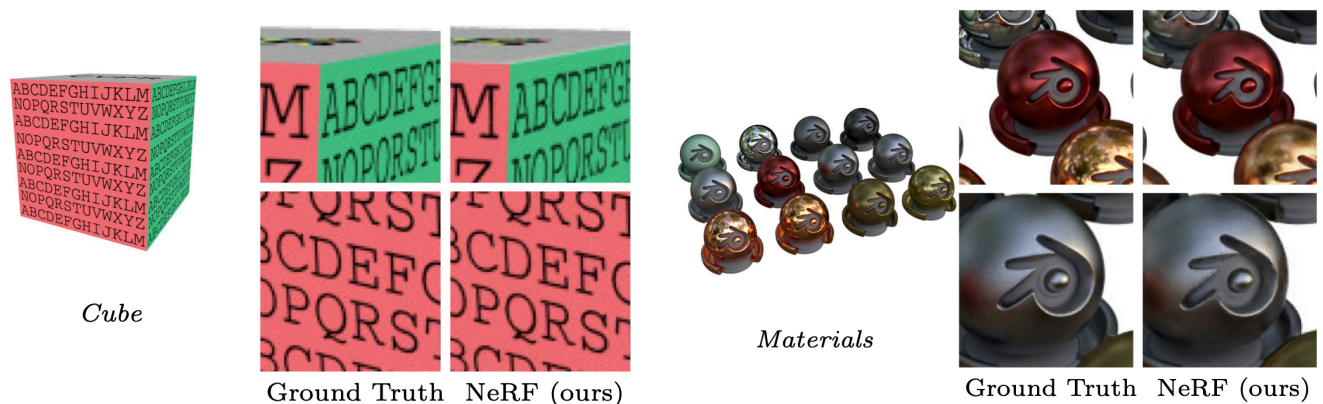
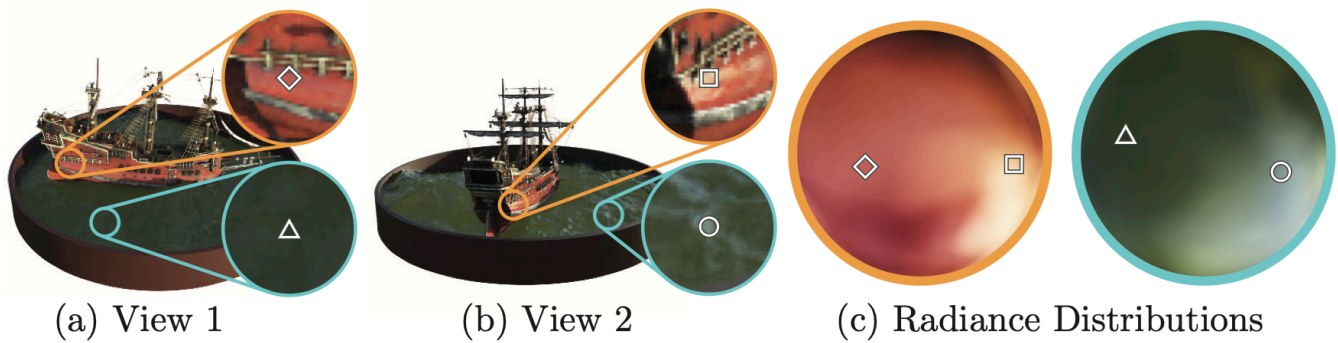
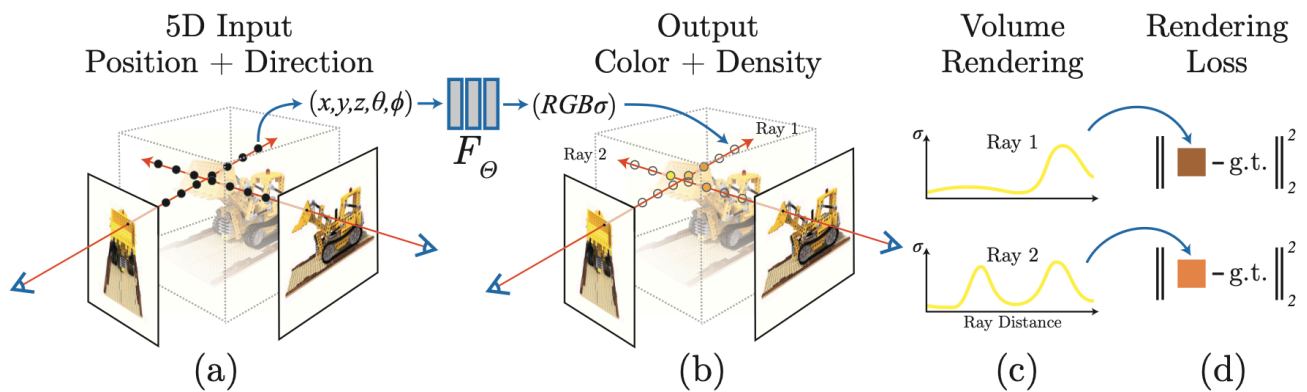
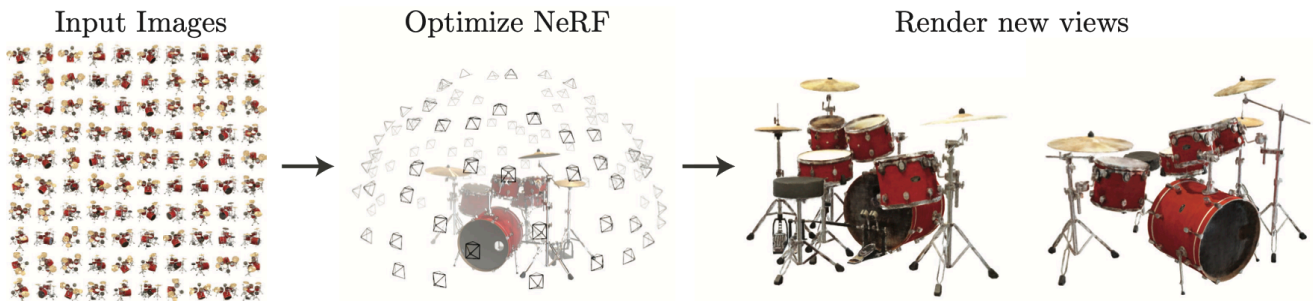
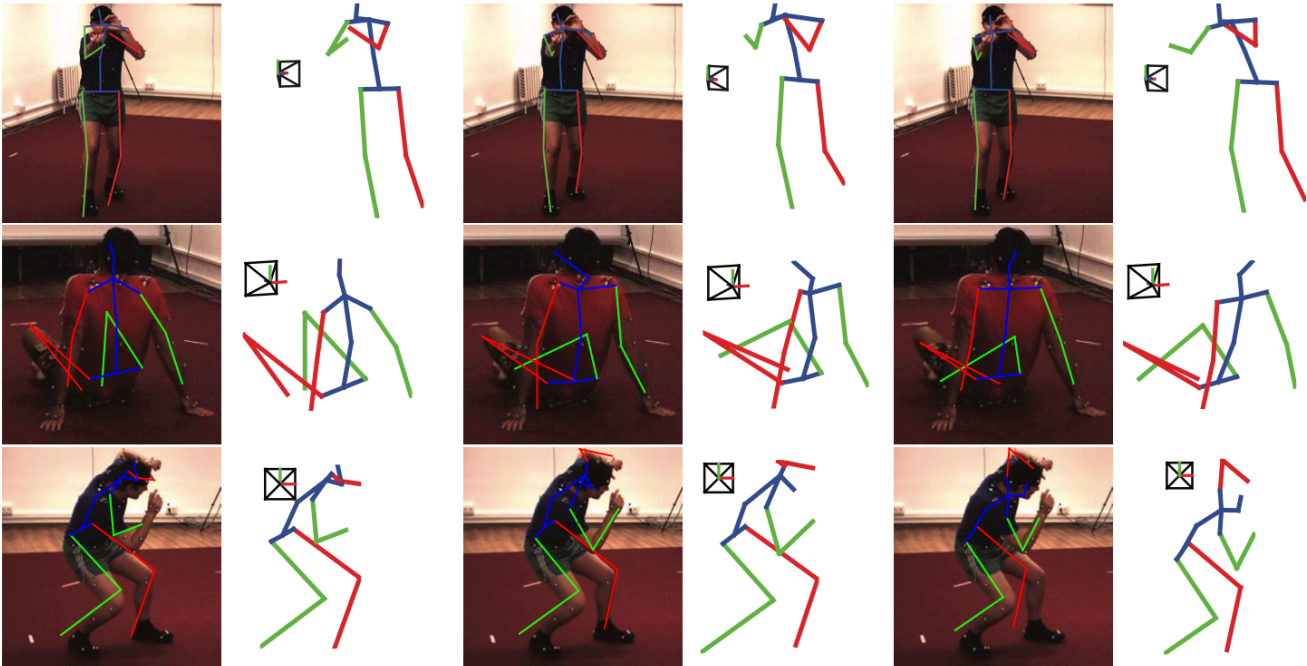


Fig. 9. Our consistent depth estimation enables a wide range of fully-automated video-based visual effects. We refer the readers to the supplementary video.

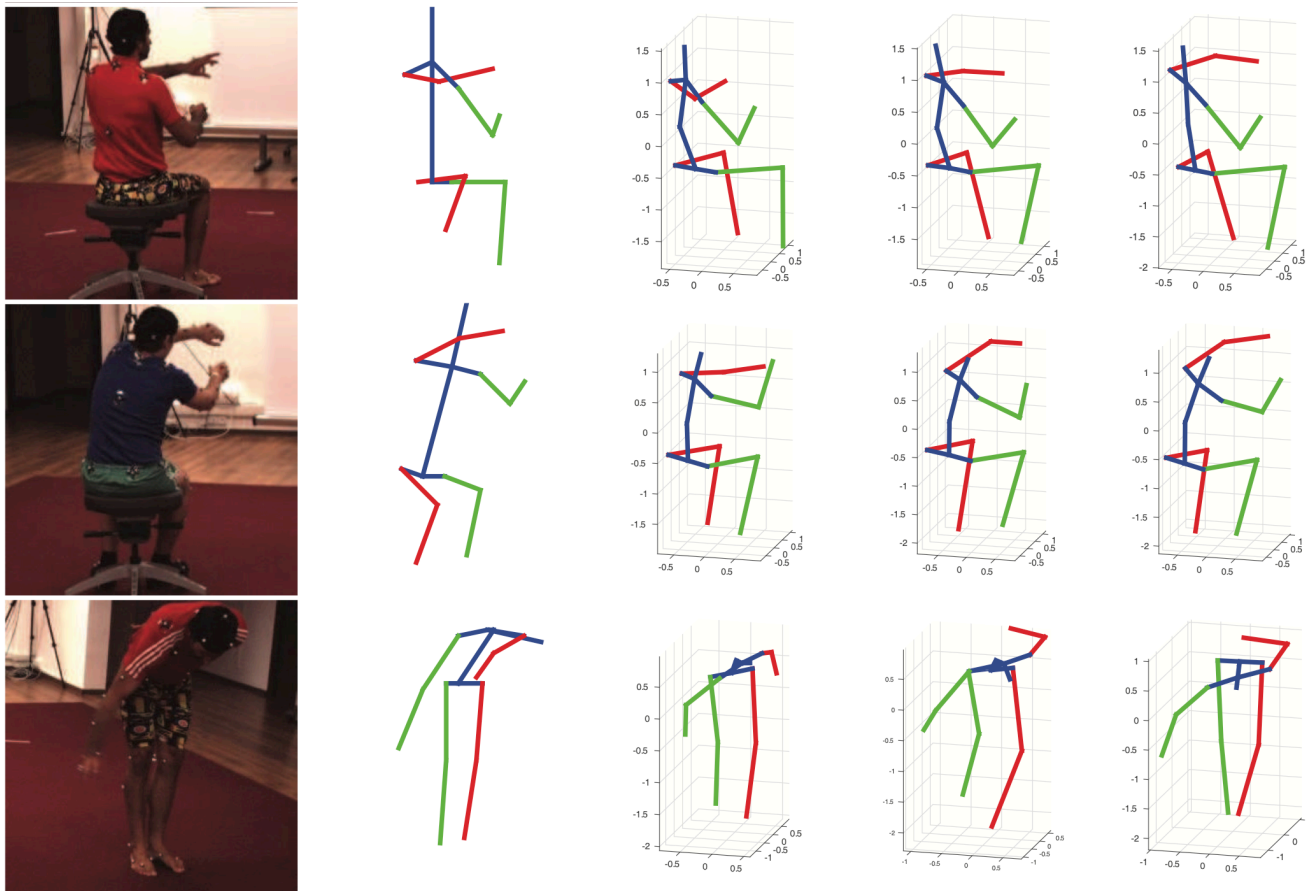
NeRF: Representing Scenes as Neural Radiance Fields for View Synthesis



3D Human Pose Machines with Self-supervised Learning



(a) Intermediate Prediction (b) Final Refinement (c) Ground-truth



Input image Predicted 2D pose Ours w/o self-correction Ours Ground-truth

MEgATrack: Monochrome Egocentric Articulated Hand-Tracking for Virtual Reality

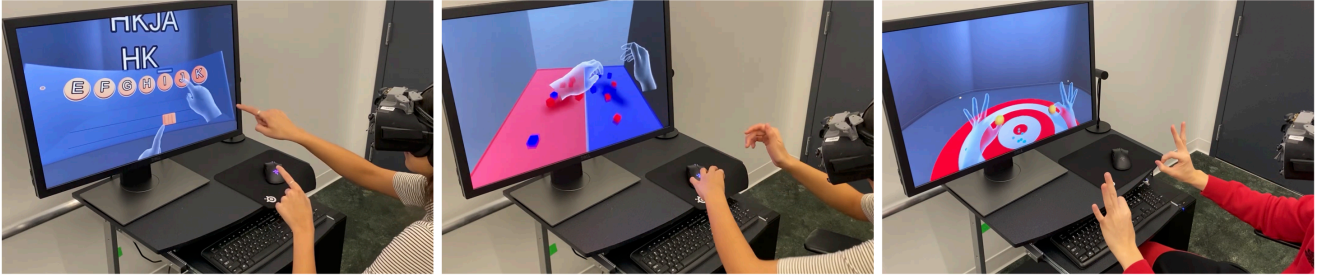
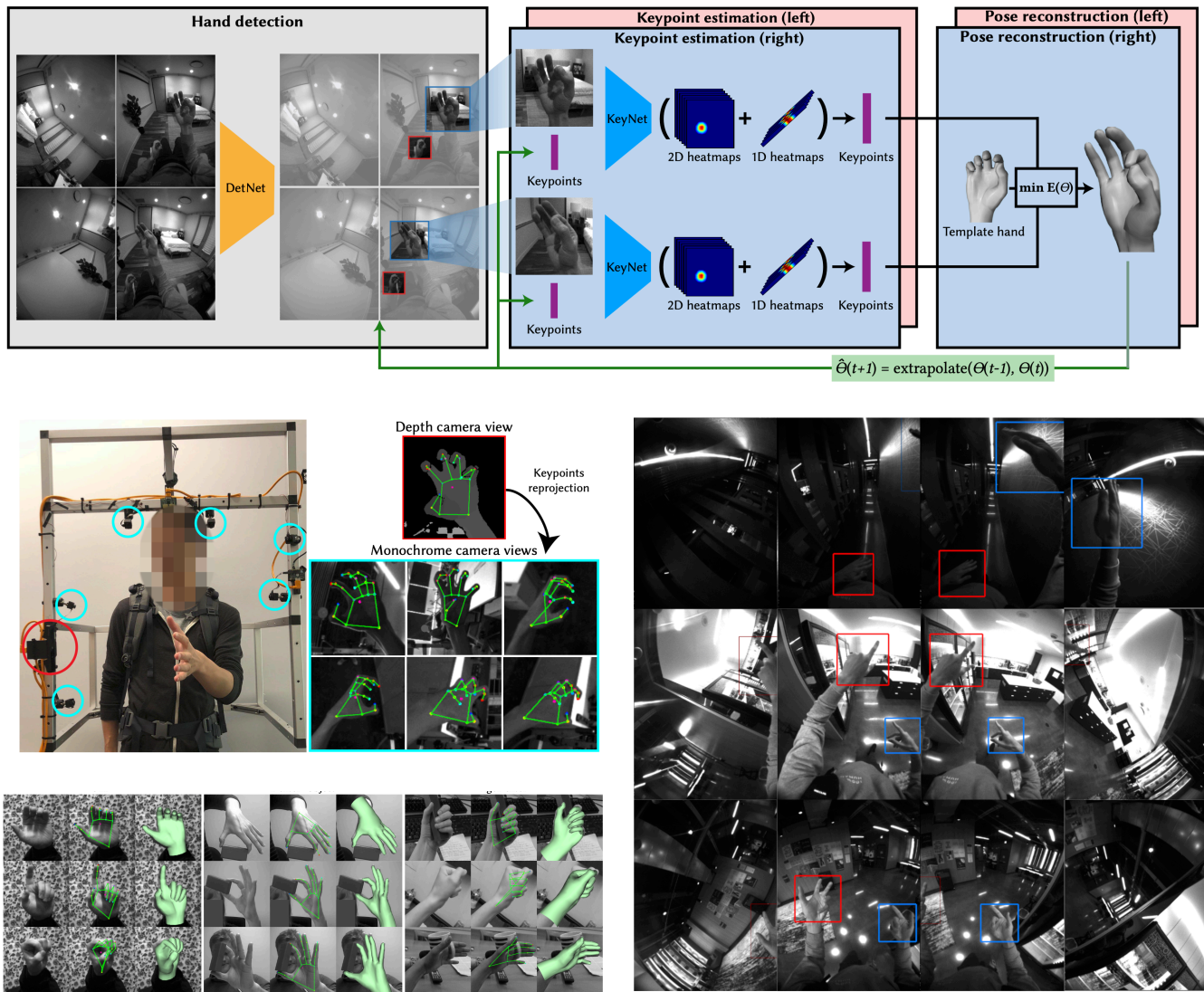


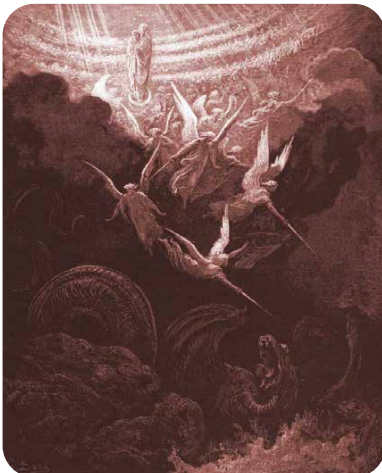
Fig. 1. We present a real-time hand-tracking system using four monochrome cameras mounted on a VR headset. We output the user's skeletal poses and rigged hand model meshes. Here we show some snapshots of users using our system to drive interactive VR experiences.



NA NA NA
VIDEO TREATMENT



**KANYE WEST
NAH NAH NAH**



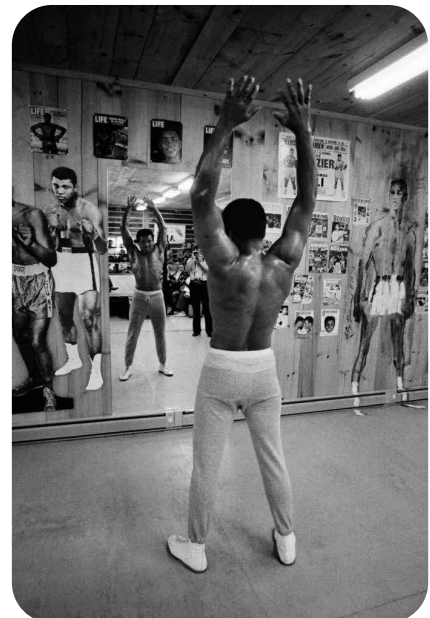
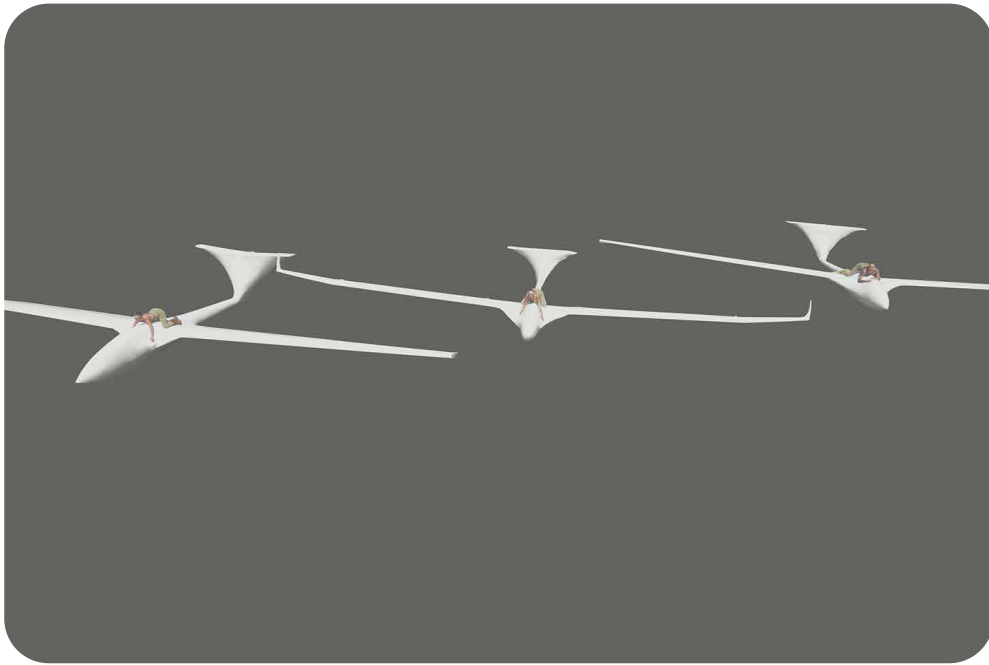
**ANGEL COMET
NICKI MINAJ NARRATION**

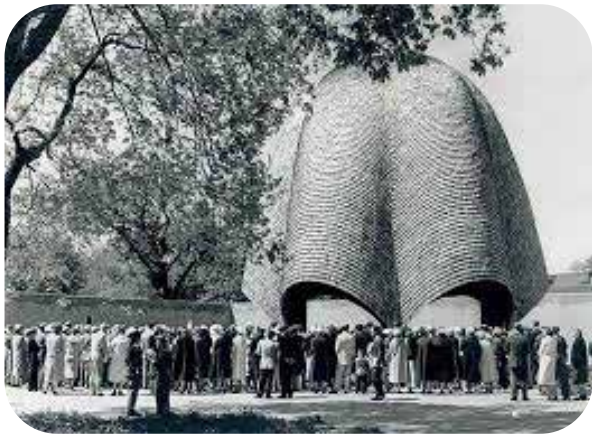


EXPLOSIVE INTRO



DOWN TO EARTH





PILGRIMAGE



HOODIE COUP



CARAVAGGIO MOSH

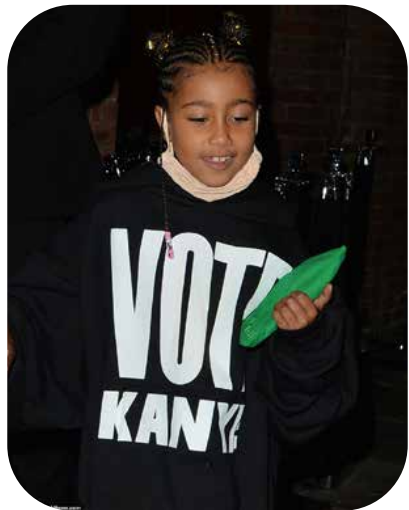


DENOUEMENT





A BETTER FUTURE



"And war broke out in heaven: Michael and his angels battled with the dragon, and the dragon and its angels battled but it did not prevail, neither was a place for them found any longer in heaven. So down the great dragon was hurled, the original serpent, the one called Devil and Satan, who is misleading the entire inhabited earth; he was hurled down to the earth, and his angels were hurled down with him. And I heard a loud voice from heaven say: 'Now have come to pass the salvation and the power and the kingdom of our God and the authority of his Christ,



because the accuser of our brothers has been hurled down, who accuses them day and night before our God! And they conquered them because of the blood of the Lamb and because of the word of their witnessing, and they did not love their souls even in the face of death. On this account be glad, you heavens and you who reside in them! Woe for the earth and for the sea, because the Devil has come down to you, having great anger, knowing he has a short period of time.'" - Revelation 12:7-12.

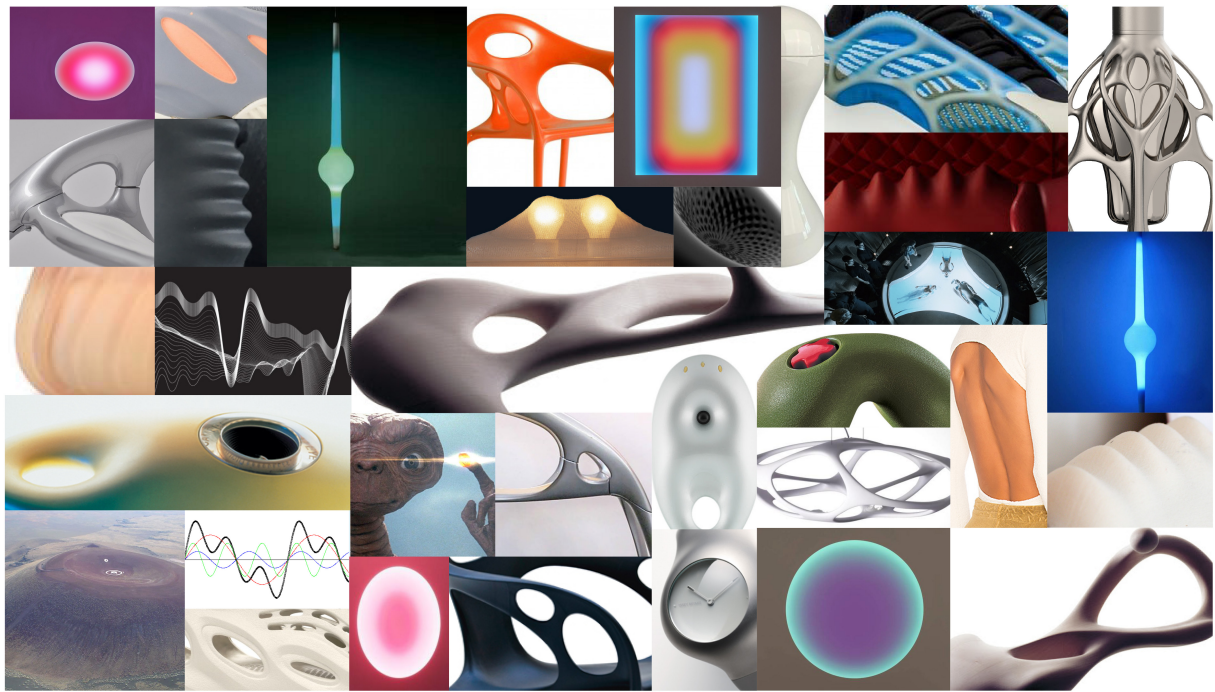


MIKHAEL SUBOTZKY



ROGER DEAN

STEM PLAYER DESIGN CONSULTATION



YZY0200SP01

PRODUCT THOUGHTS

Often musical geniuses have synesthesia, and are able to see music in colors with their senses having a next level stimulation. The new device could bring this feeling to the user by having an interactive light display that is effected by tuning the output.

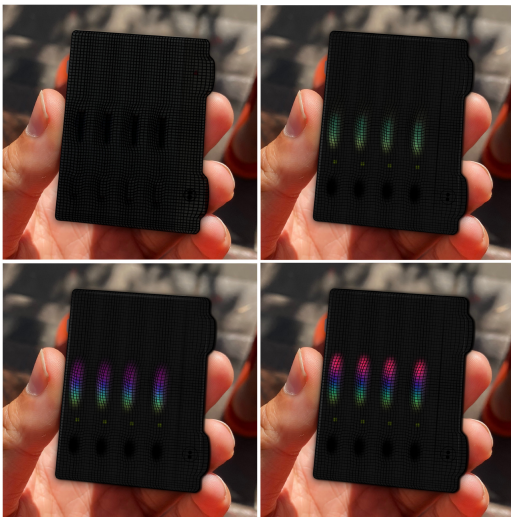
Musical visualization can be coupled with the devices new exploration in tuning sound and be part of the iconic expression of the device, coupling a new expression of sound with a new interactive visual.

This concept also can bring an artistic language to a technical product, and be a way for people to get a sense of James Turrell even if you are not able to visit his incredible site specific work.

Thank you.

01. TE ORGANIC TRANSLUCENT TPU CASE

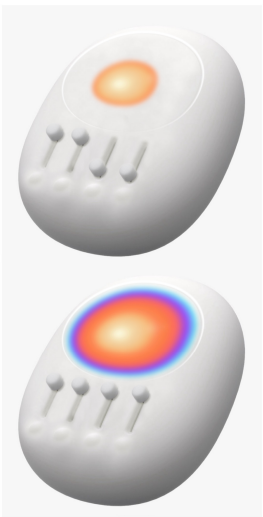
Taking the work of teenage engineering and applying a TPU Translucent Case that turns the shapes into more organic forms that can be interacted with by the user while also being protective. The device could have small LED lights on void in the switch that are activated when it goes up and are diffused.



Reference: yzylightcase.gif

02. HANDHELD TURRELL

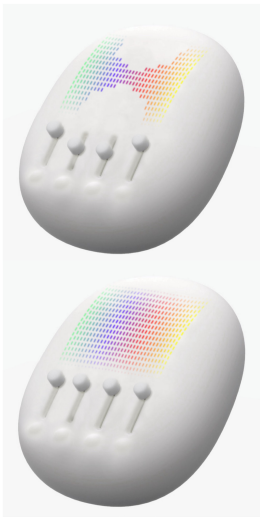
Collaborate with the visual genius and partner James Turrell to bring his artwork to your hand for an interactive art piece and soundtrack of synesthesia.



Reference: yzyhandheldturrell.gif

03. HANDHELD M. VISUALIZER

Bringing together the full spectrum of color that is built up with the tuning of sound to blend and create color to visualize the what the user is hearing.



Reference: yzyallotheights.gif

YZY0200SP01

VIDEO GAME RESEARCH

GAME RESEARCH



CHARACTER CREATION

CLOTHING (SIMPLE)



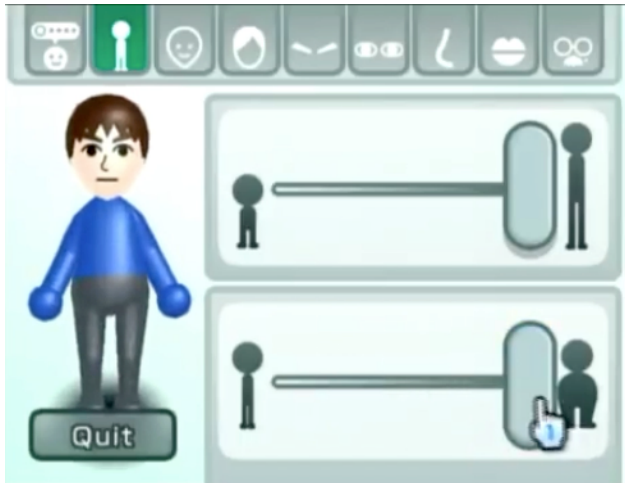
CLOTHING (COMPLEX)



**KINGDOM COME:
DELIVERANCE
FEATURES 16 SLOTS TO
LAYER CLOTHING**

CHARACTER CREATION

BODY (SIMPLE)



BODY (COMPLEX)



**IN SPORE YOU CAN CREATE
ORGANISMS FROM
SCRATCH**



**IN BLACK DESERT
YOU CAN MODIFY
EVERYTHING**

CREATION GAMES



**MINECRAFT
(#1 SANDBOX GAME)**



**TERRAFORM PLANETS IN
SPORE**



**ROBLOX GIVES THE
GAMEMAKING TOOLS TO
EVERYONE**

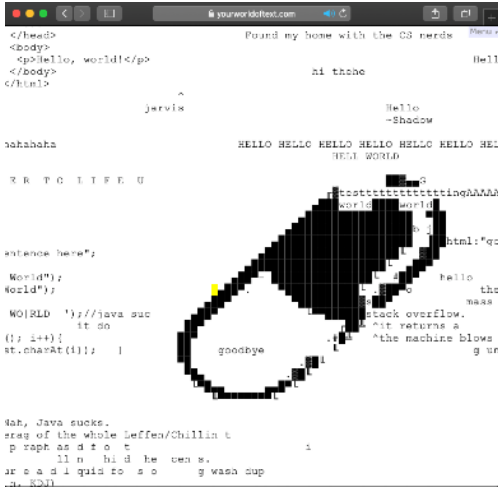


**THE SIMS
(CLASSIC RPG)**

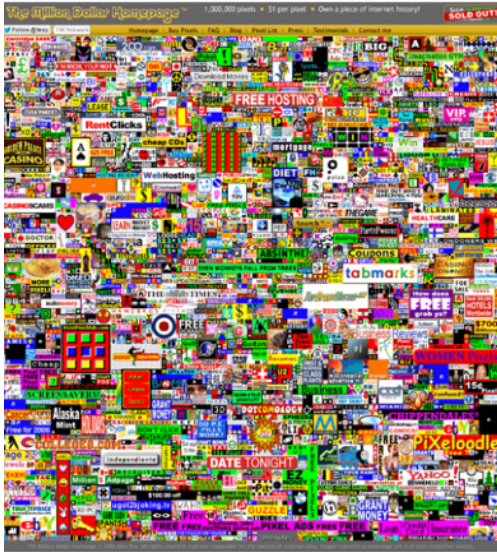


**TOWNSCAPER IS A
STYLIZED SANDBOX WITH
NO PURPOSE OTHER THAN
TO CREATE**

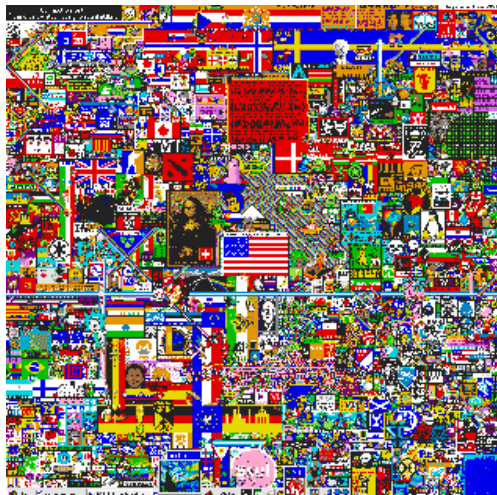
SIMPLE



YOURWORLDOFTEXT.COM
ALLOWS YOU TO SHARE A
CANVAS OF TEXT WITH
OTHER PLAYERS



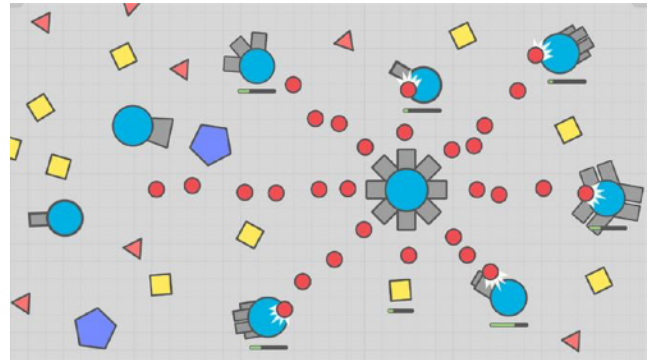
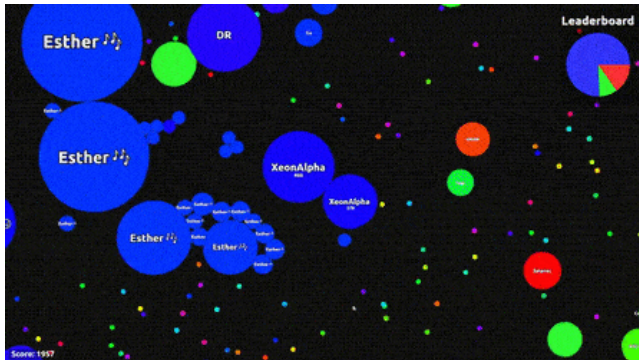
MILLIONDOLLARHOMEPAGE.COM
SOLD ONE MILLION PIXELS FOR
ONE DOLLAR EACH IN 2005
CREATING A COLLAGE OF ADS



**/R/PLACE LET USERS
CHANGE ONE PIXEL EVERY
5 MINUTES ANYWHERE ON
THE CANVAS, CREATING
TERRITORIAL BATTLES
AND ALLIANCES**

MASSIVE MULTIPLAYER ONLINE GAMES

COMPLEX



AGAR.IO (LEFT) AND DIEP.IO (RIGHT) ARE TWO OF A NEW GENRE OF 2D MMO TITLES THAT FEATURE BASIC SHAPES AND CROWD BASED GAMEPLAY UNDER THE TOP LEVEL DOMAIN .IO



FALL GUYS (LEFT) AND AMONG US (RIGHT) ARE TWO OF THE MOST VIRAL GAMES OF 2020 WHICH ALSO OFFER CROWD BASED GAMEPLAY

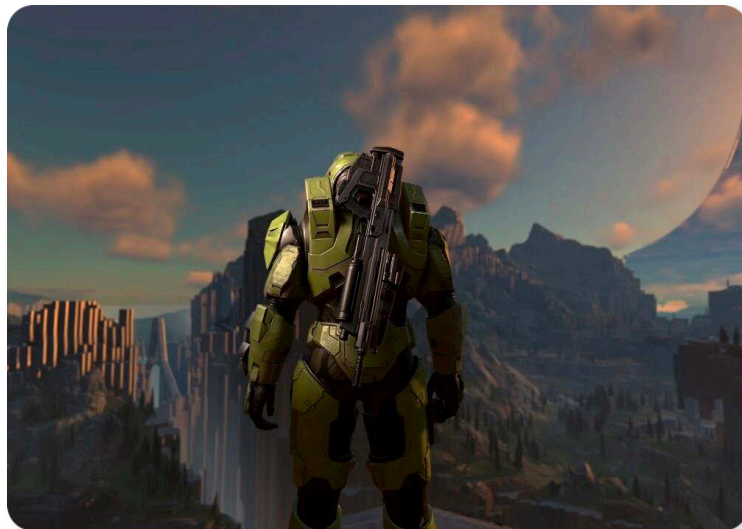
PROPOSED GAME INTEGRATION OPTIONS :



NEAR TERM:

UPDATES / EXTENSIONS / PATCHES

ALLOWS FOR FAST IMPLEMENTATION



HORIZON:

STRATEGIC PARTNERSHIPS

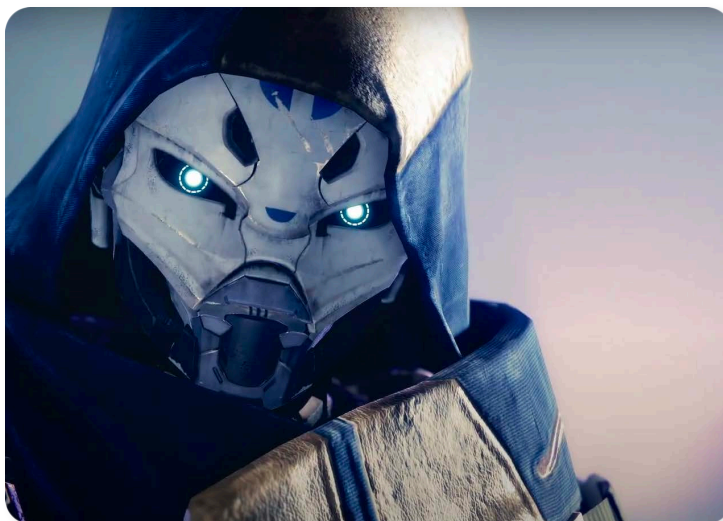
MAJOR TITLES

INDEPENDENT STUIOS

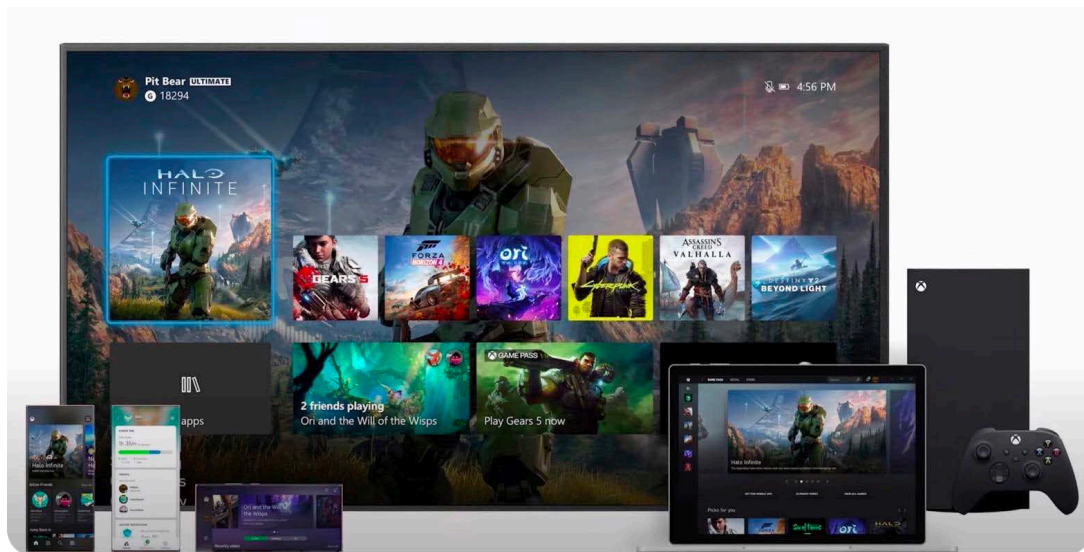
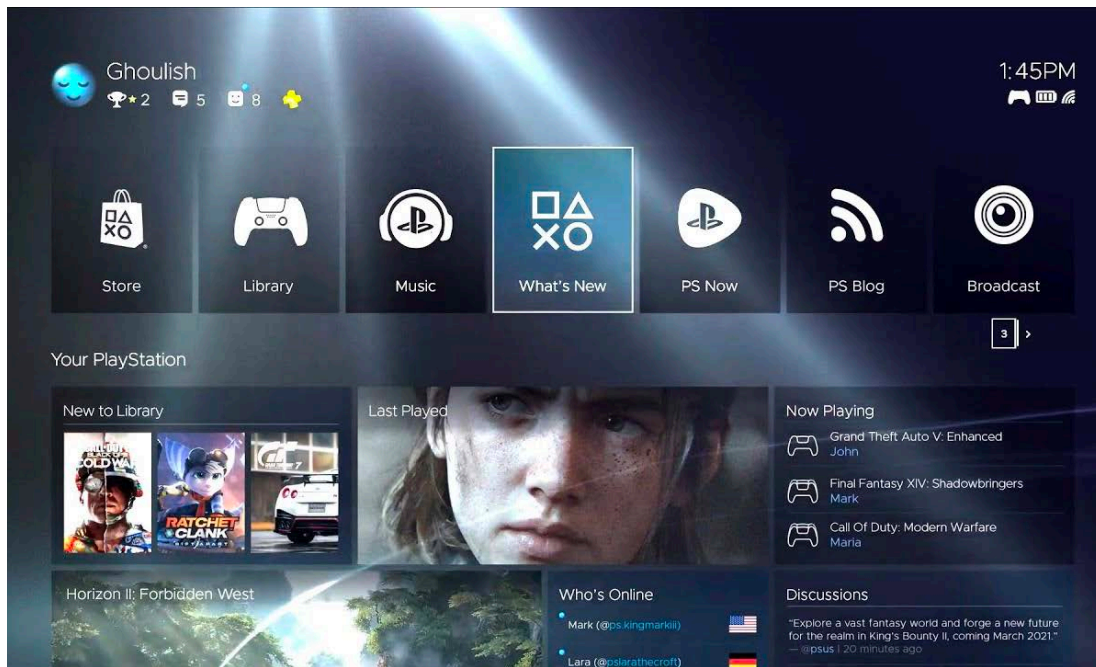
PRETEEN - YOUNG ADULT



TEEN TO ADULT

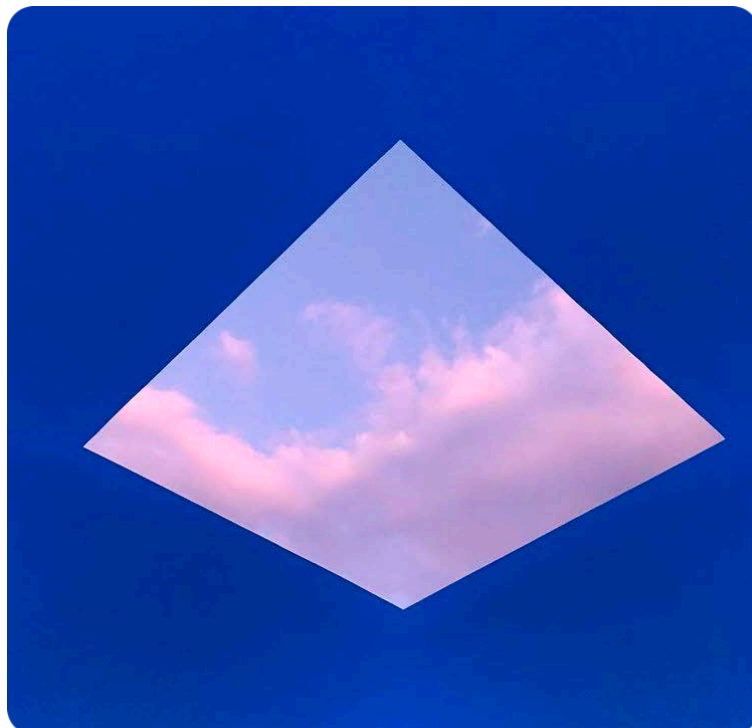


HOME INTERFACE BACKGROUND MUSIC



REPLACE HOME SCREEN AMBIENT BACKGROUND MUSIC
WEEK TAKEOVER OF NEW PLATFORMS
DOWNLOADABLE EXPANSION

KINGDOM HEARTS NEAR TERM - EXPANSION



EXTENSION WITH HIDDEN JAMES TURRELL CATHEDRIALS

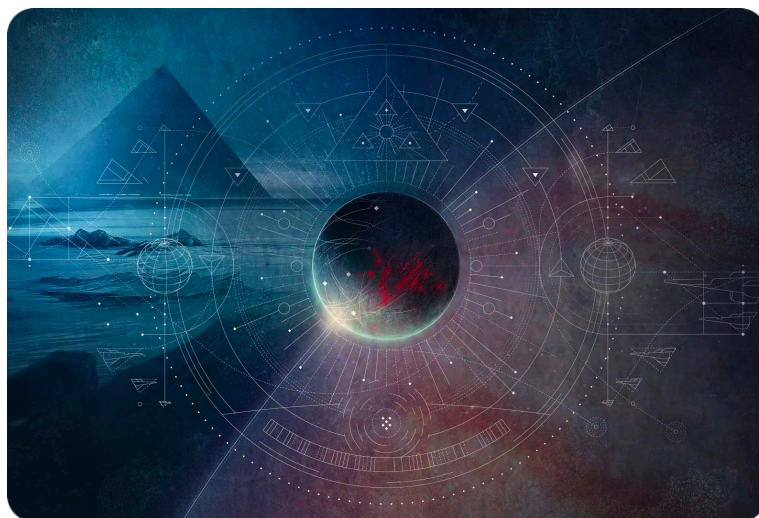
SPIDER MAN - MILES MORALIS NEAR TERM - EXPANSION



CHURCHES CAN BE DISCOVERED IN GAME

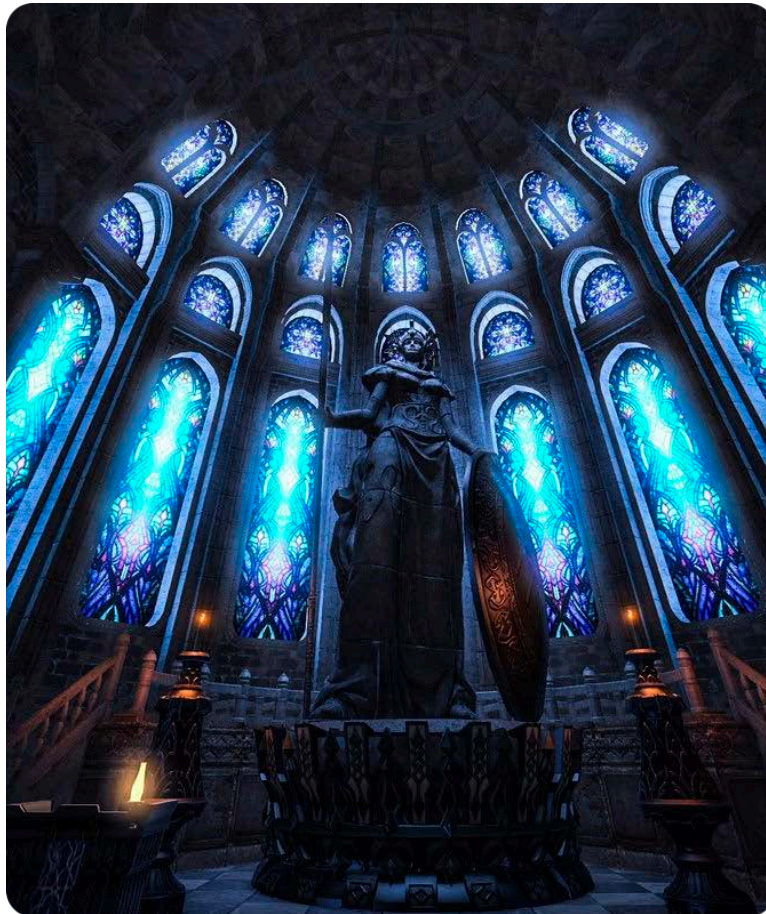
**UNLOCK FOR CHOIR SONGS
PERFORMED INSIDE EACH HIDDEN CHUCH**

DESTINY 2 FRANCHISE NEAR TERM - EXPANSION



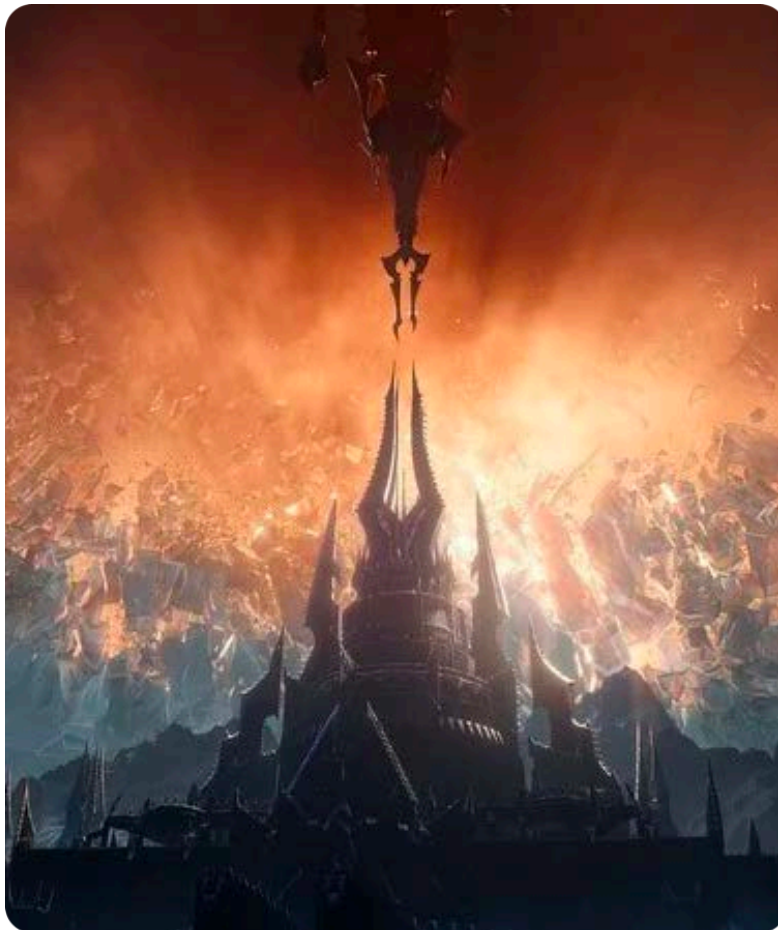
CONSTANTLY UPDAING
FULL MUSIC PACK INTEGRATION
LOADING MUSIC
BACKGROUND MUSIC

**FINAL FANTASY ONLINE
NEAR TERM - EXPANSION**



**CUSTOM EXPANSION
PATCHES UPDATE FREQUENTLY
OPEN WORLD COULD HIDE LOCATIONS
BOSS MUSIC**

WORLD OF WARCRAFT NEAR TERM - EXPANSION



**CUSTOM EXPANSION
PATCHES UPDATE FREQUENTLY
OPEN WORLD COULD HIDE LOCATIONS
BOSS MUSIC**

**LEAGUE OF LEGENDS
NEAR TERM - EXPANSION**



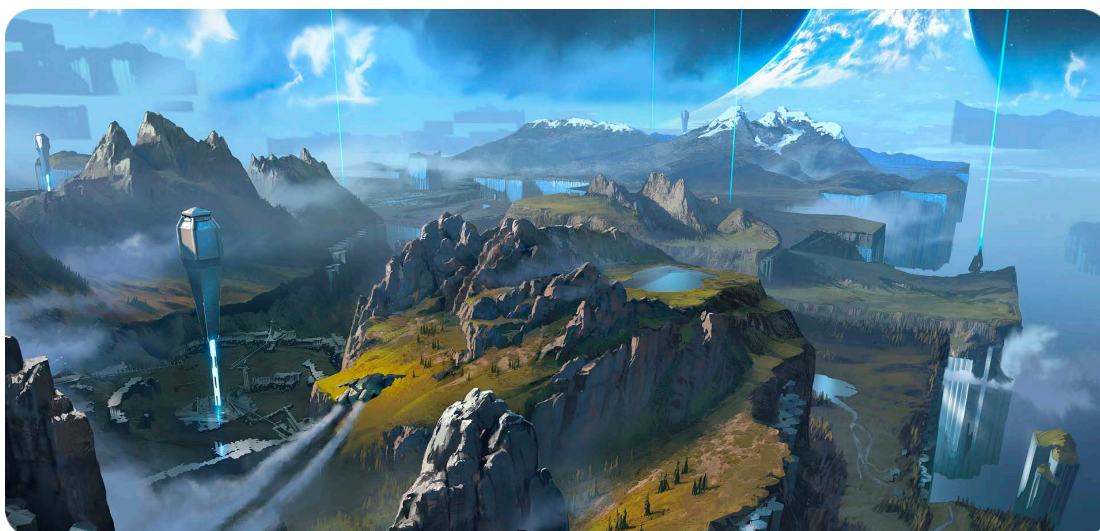
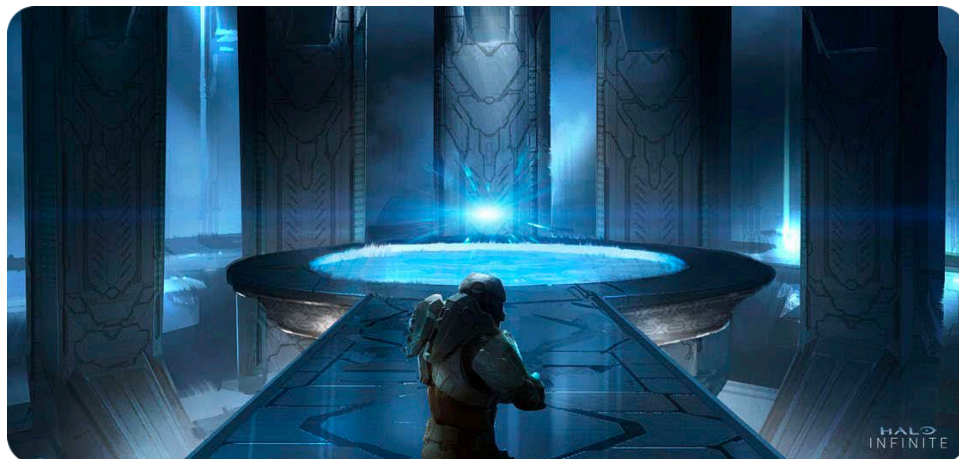
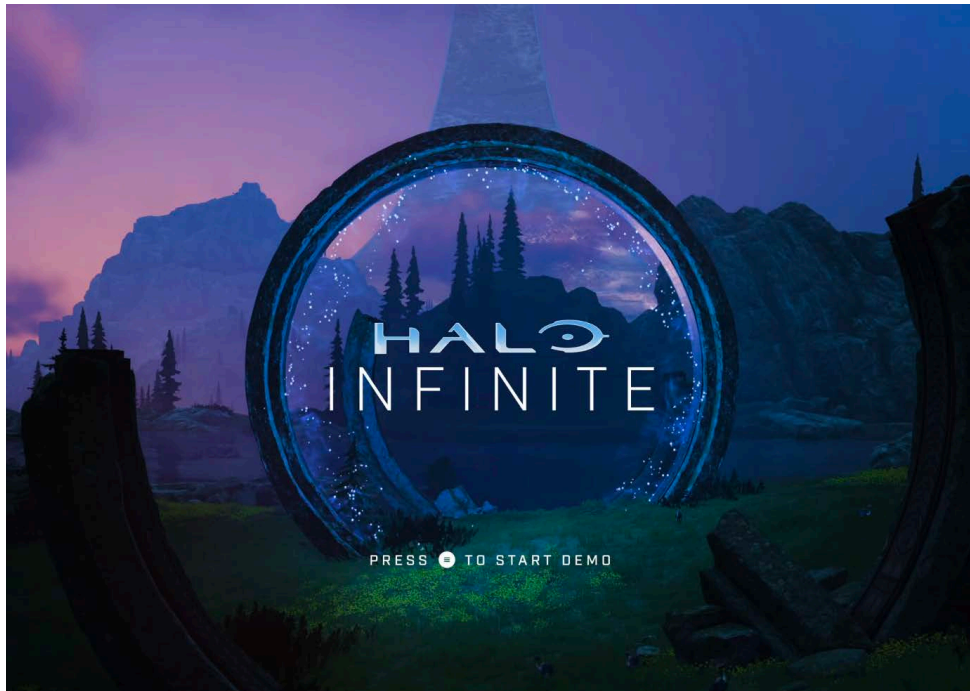
**CUSTOM CHARECTOR
LEVEL MUSIC
EXPANSION**

STAR CITIZEN NEAR TERM - EXPANSION



AMBIENT MUSIC PACK

HALO INFINITE HORIZON - LAUNCH INCLUSION



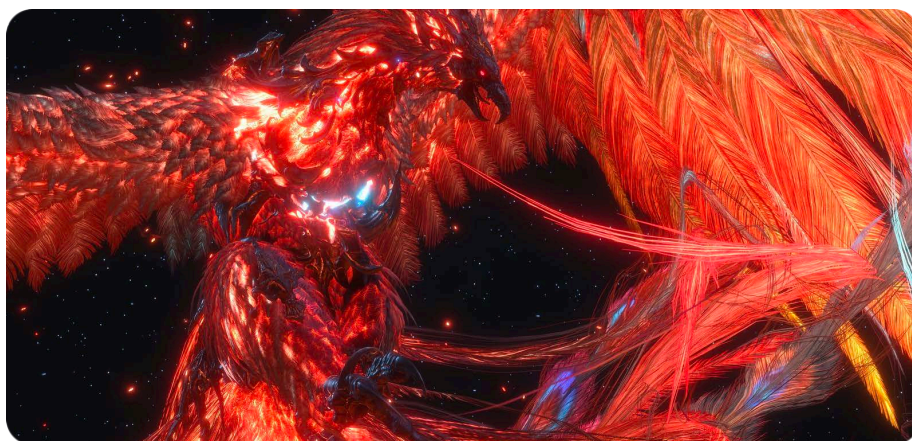
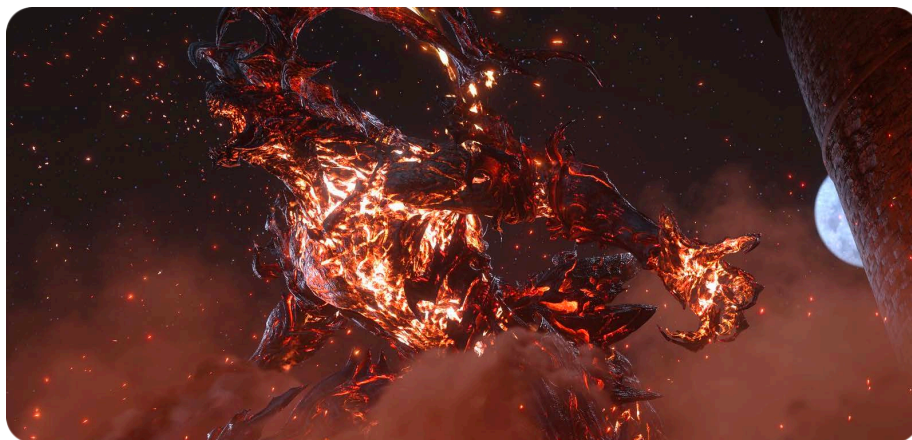
FALL 21

MYST VR



LAUNCHING IN VR

FINAL FANTASY XVI



ONE OF THE MOST ANTICIPATED GAMES OF 21 / 22

INDIE VIDEO GAME DEVELOPERS/PUBLISHERS

KLEI ENTERTAINMENT
DEVELOPER/PUBLISHER



OXYGEN NOT INCLUDED



HOT LAVA



DON'T STARVE

THE BEHEMOTH

DEVELOPER



PIT PEOPLE



BATTLE BLOCK THEATER



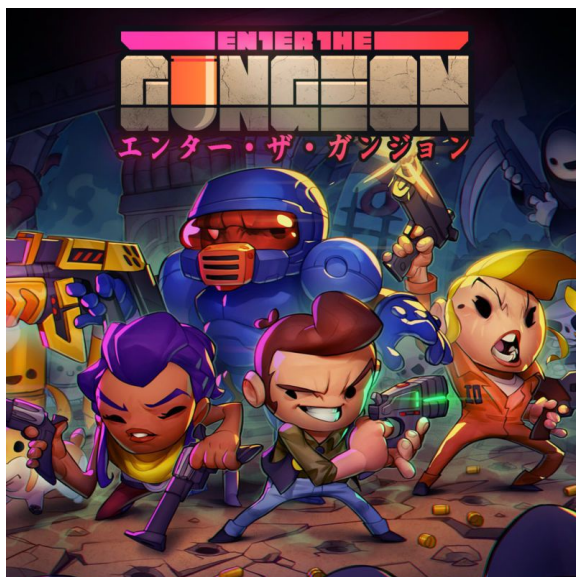
CASTLE CRASHERS

DEVOLVER DIGITAL
PUBLISHER

DEVOLVER
DIGITAL



FALL GUYS



ENTER THE GUNGEON



SHADOW WARRIOR 3



GRIS

GEARBOX
PUBLISHER



RISK OF RAIN 2

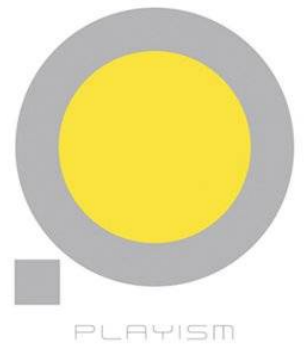


SUBNAUTICA



BURNSTAR

PLAYISM
PUBLISHER



VA-11 HALL-A



HAKONIWA EXPLORER PLUS



MACHINARIUM

MANOMI PARK
DEVELOPER/PUBLISHER



SLIME RANCHER

MOON STUDIOS GMBH
DEVELOPER/PUBLISHER



ORI FRANCHISE

TEAM17 DIGITAL
DEVELOPER/PUBLISHER



NEON ABYSS



WORMS FRANCHISE



OVERCOOKED!

HOUSE HOUSE

DEVELOPER

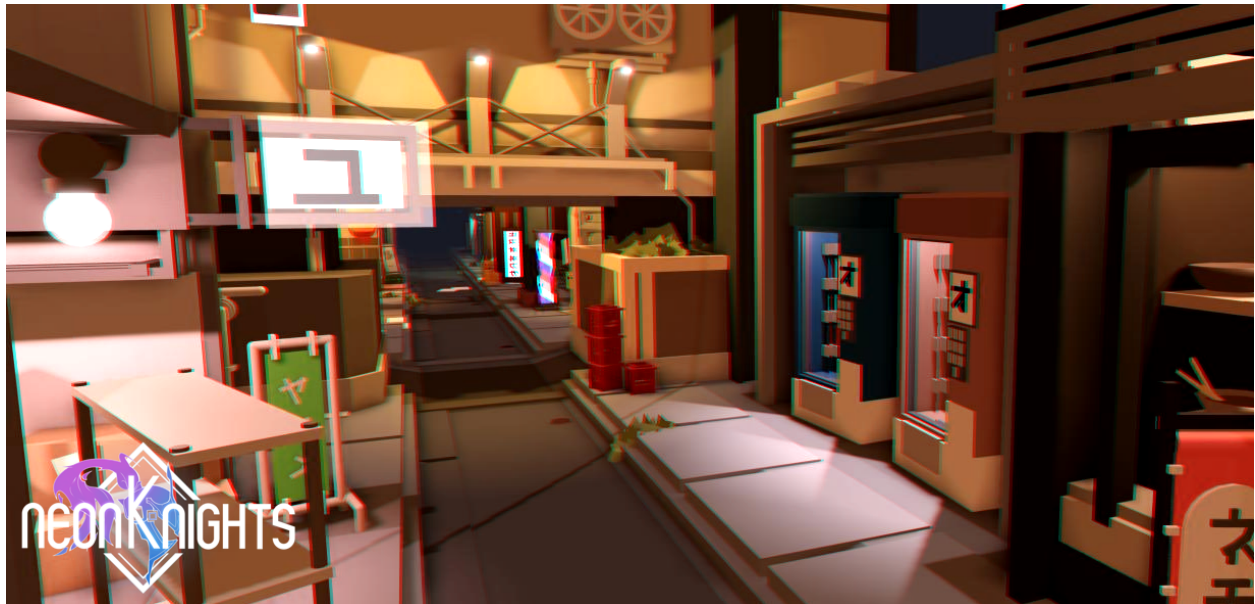


UNTITLED GOOSE GAME



PULL ME PULL YOU

ROBLOX
PUBLISHER



NEON♦KNIGHTS

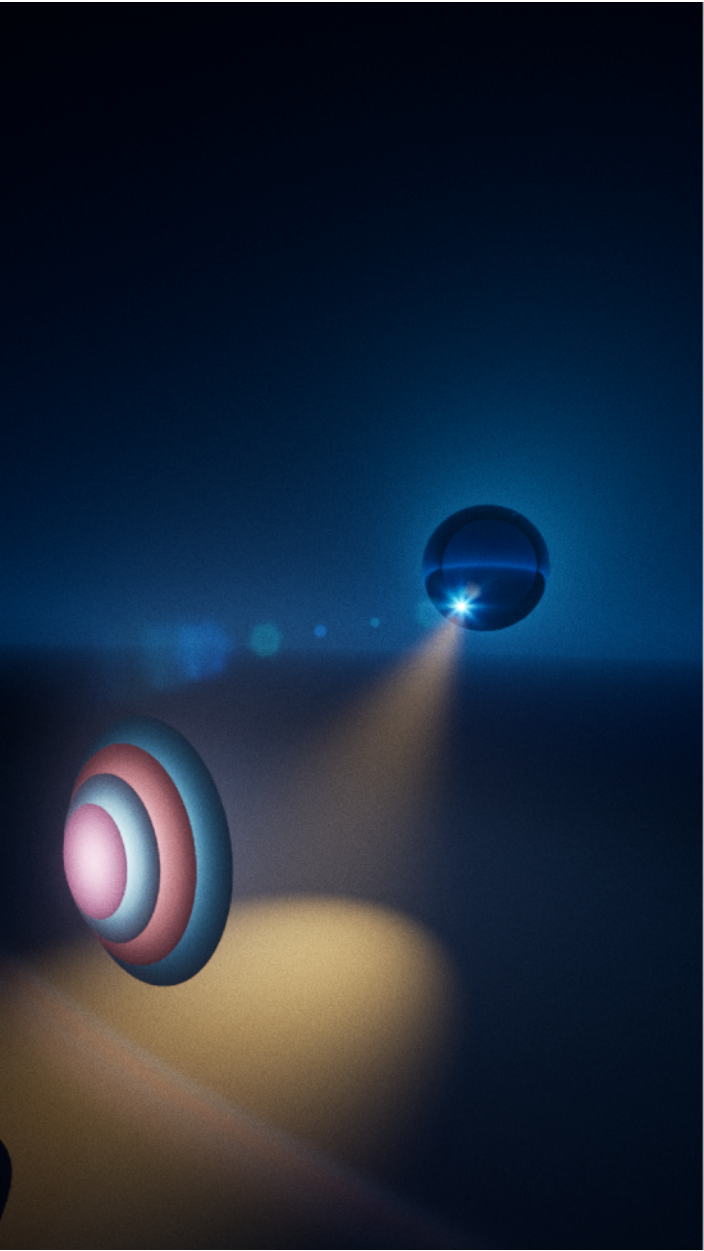
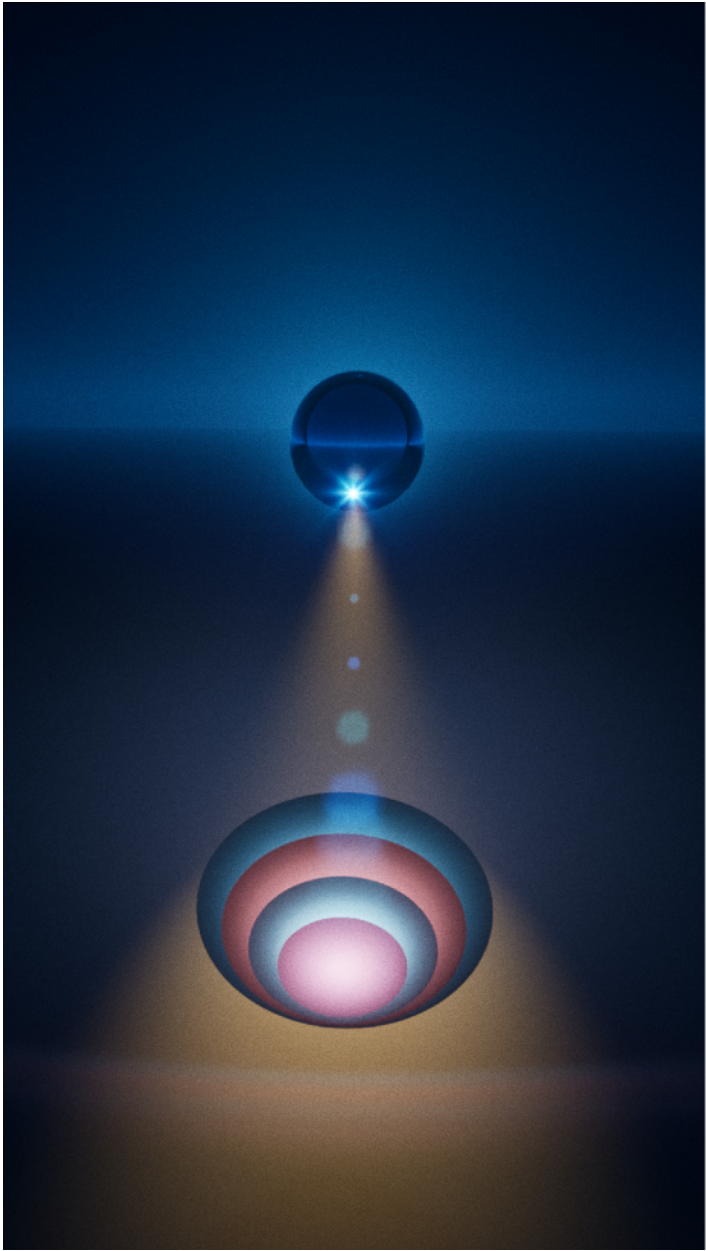


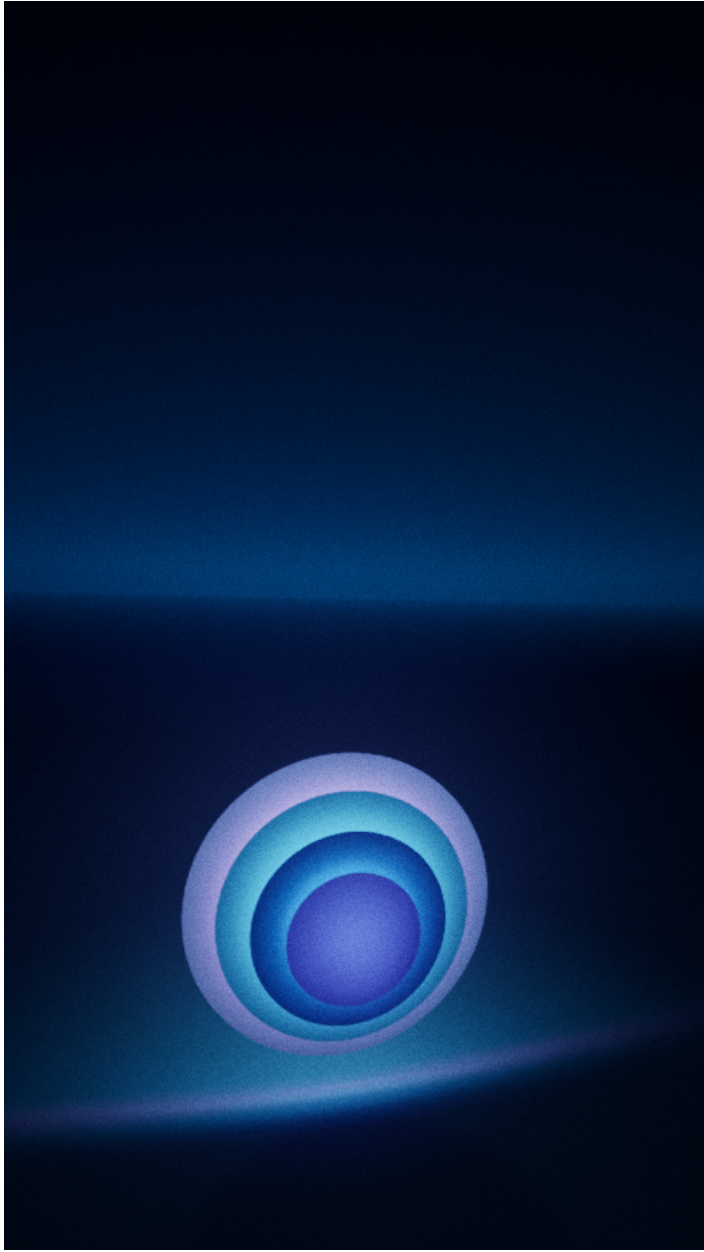
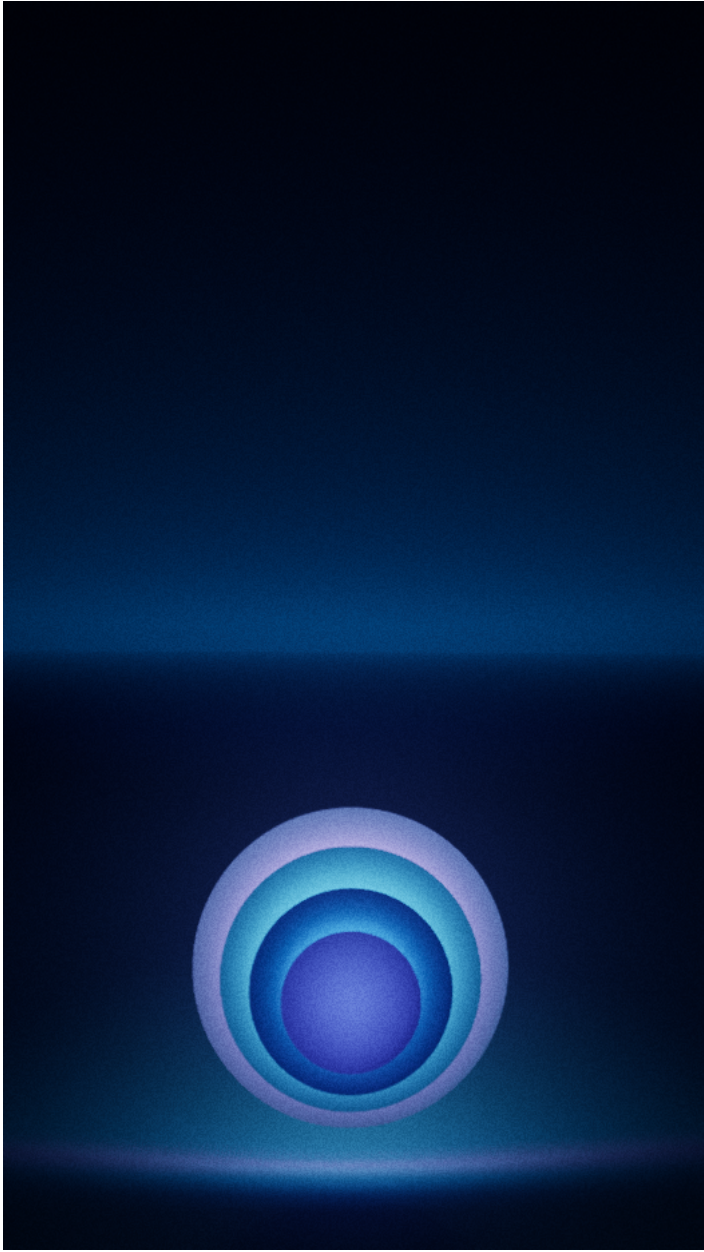
Q-CLASH

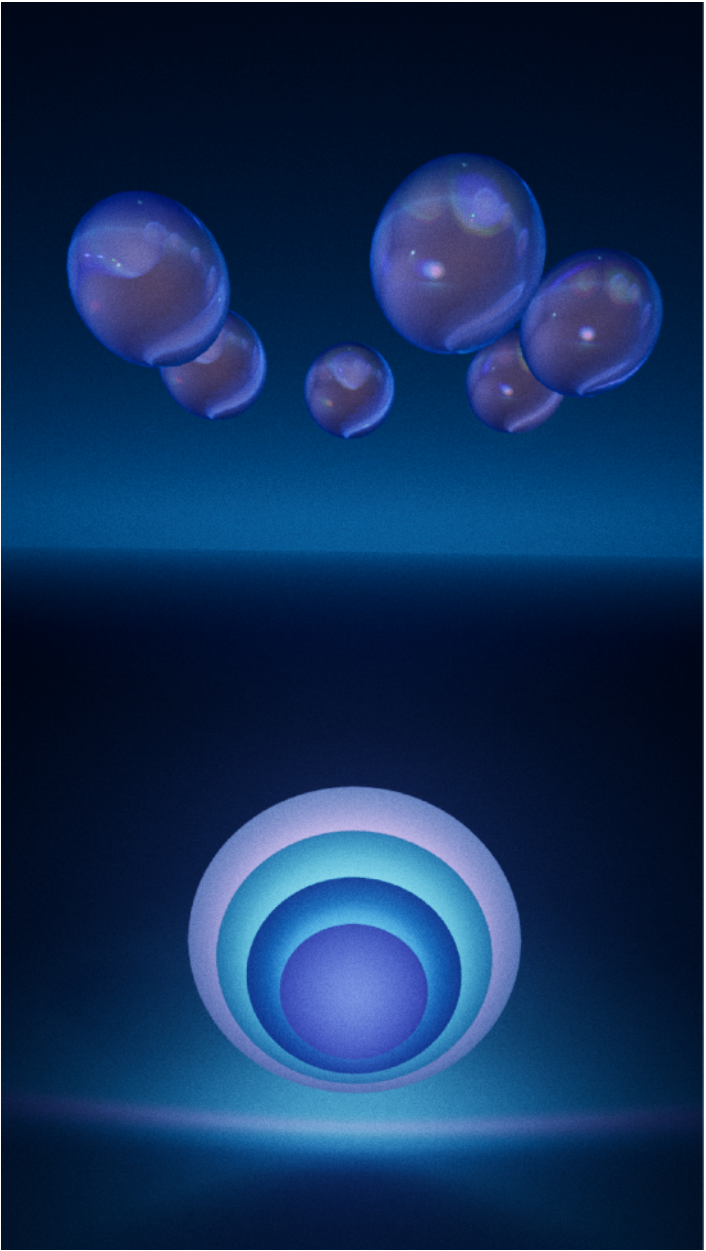
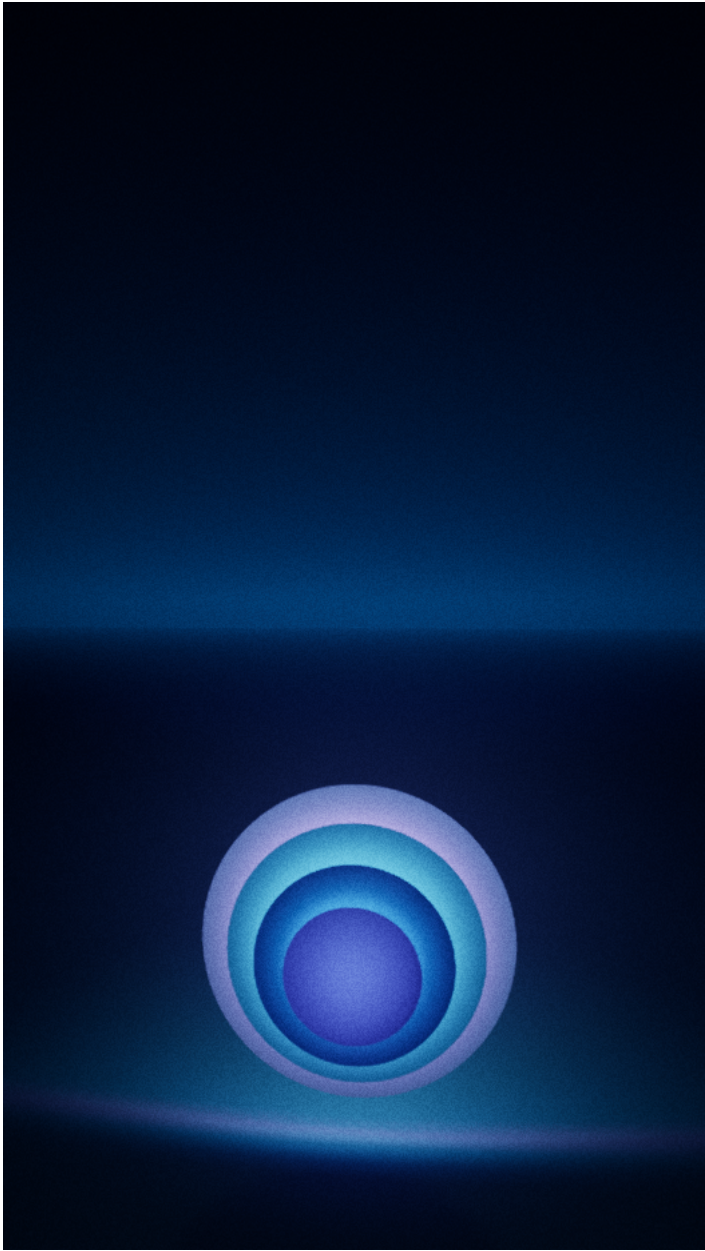


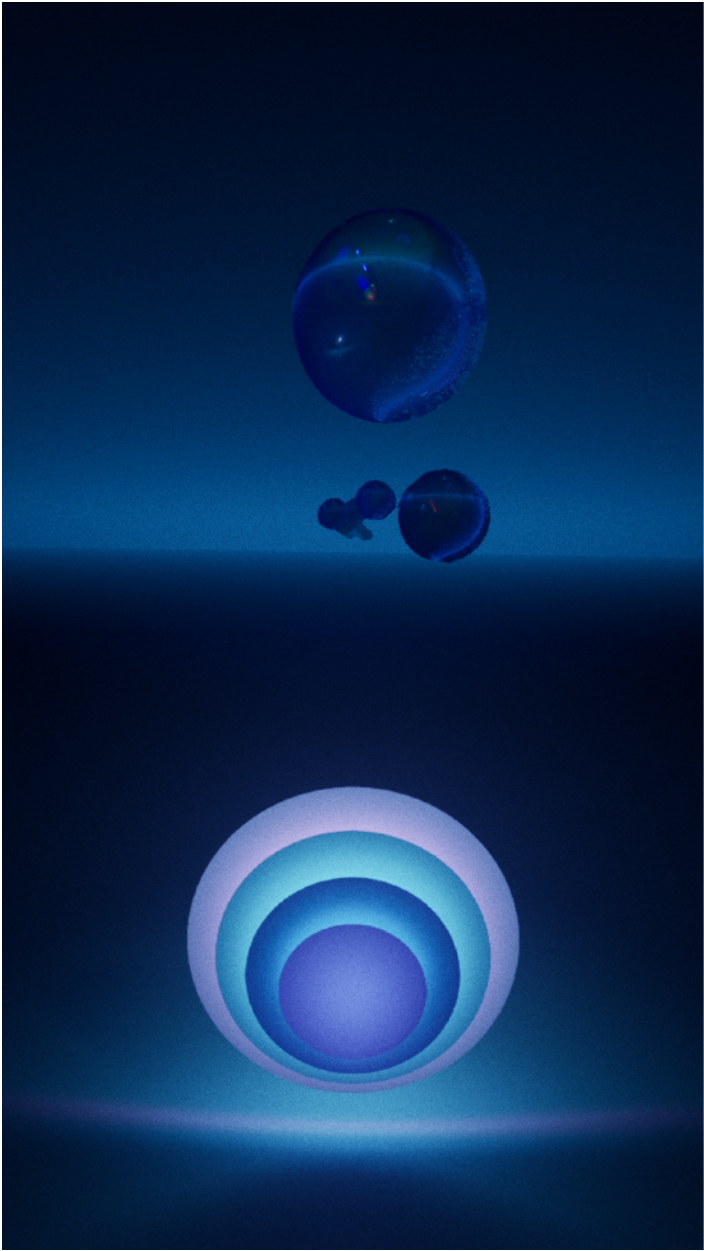
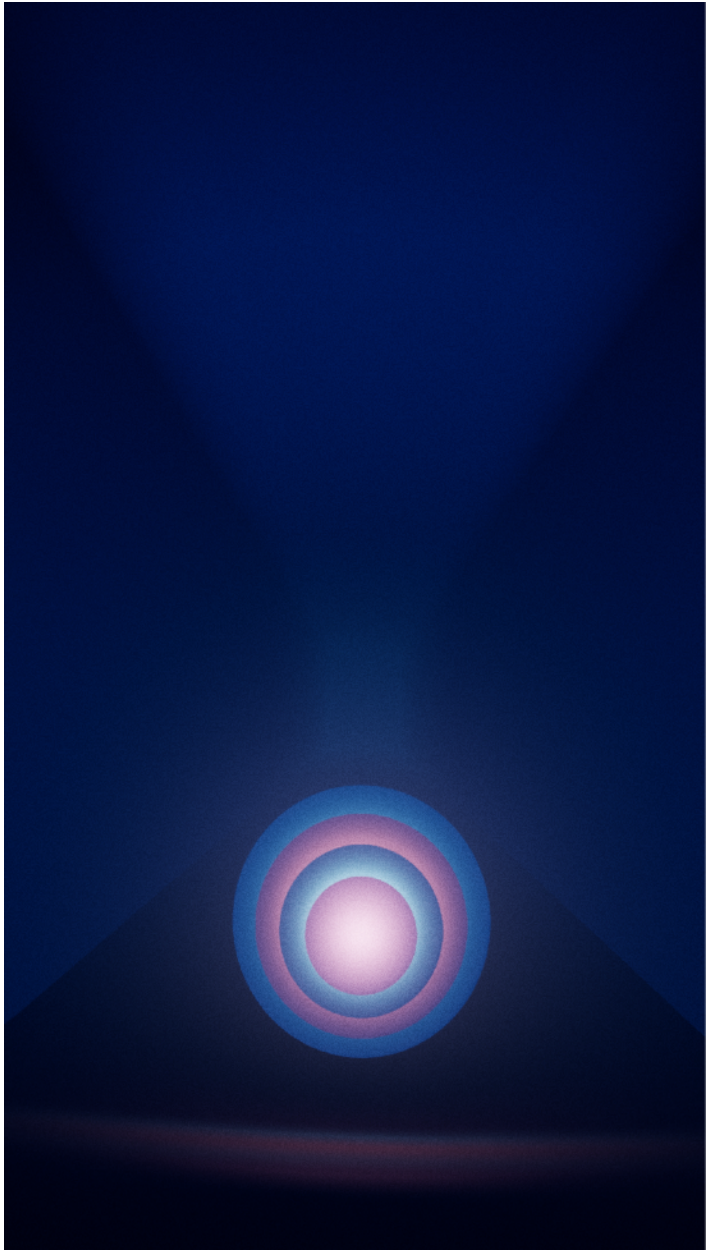
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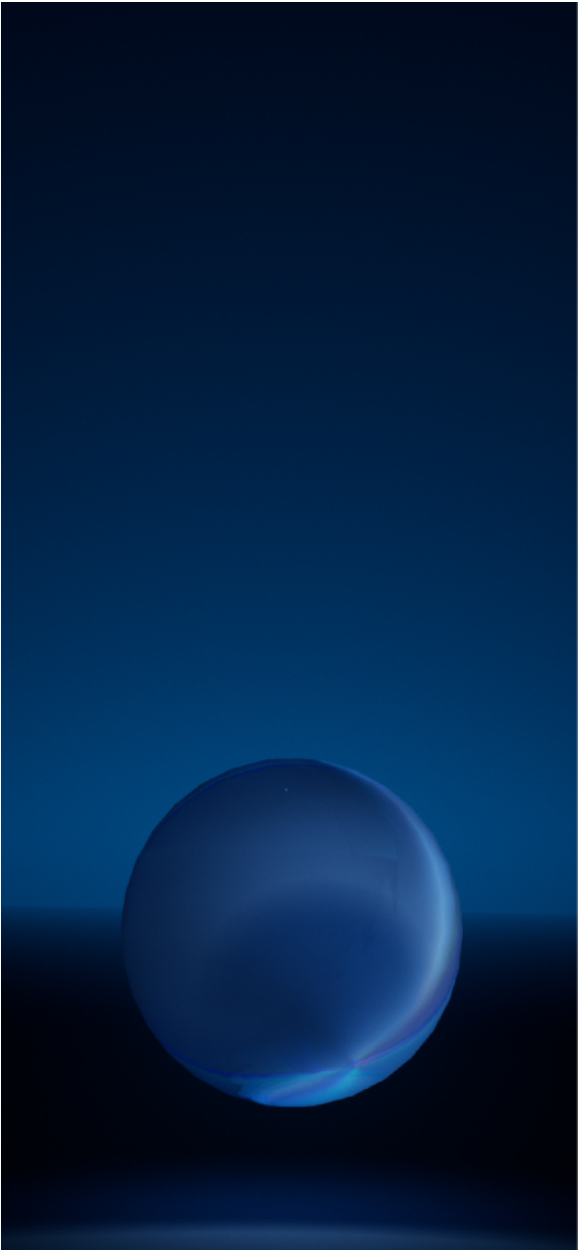
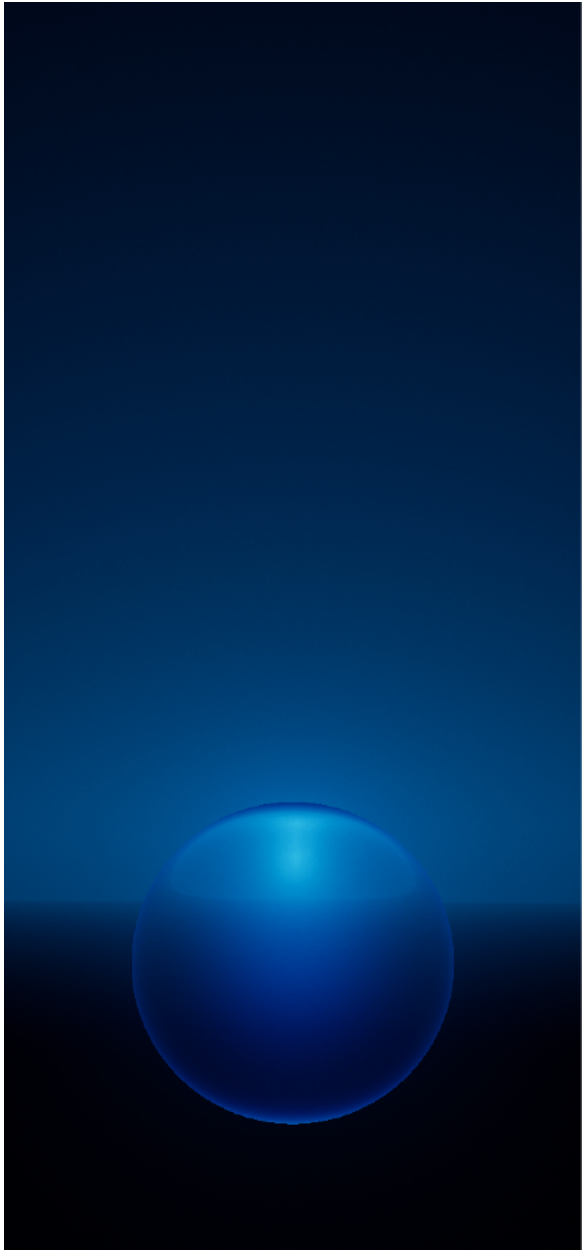
COMMUNICATOR CONCEPTS & SKETCHES





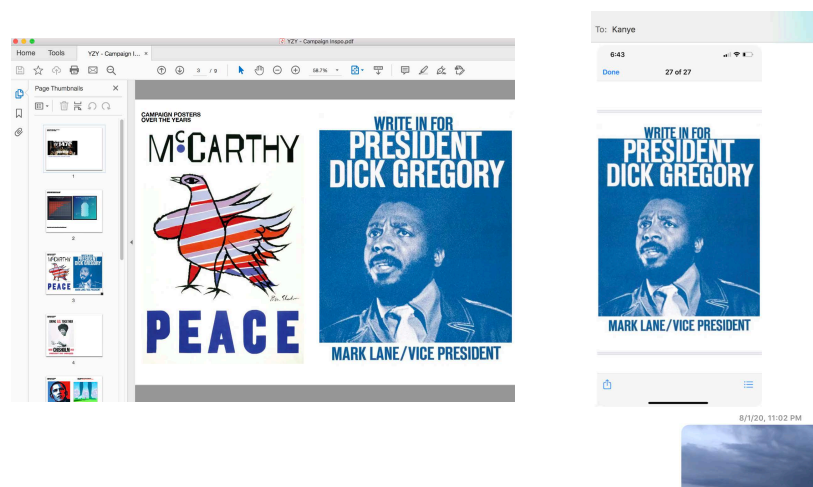




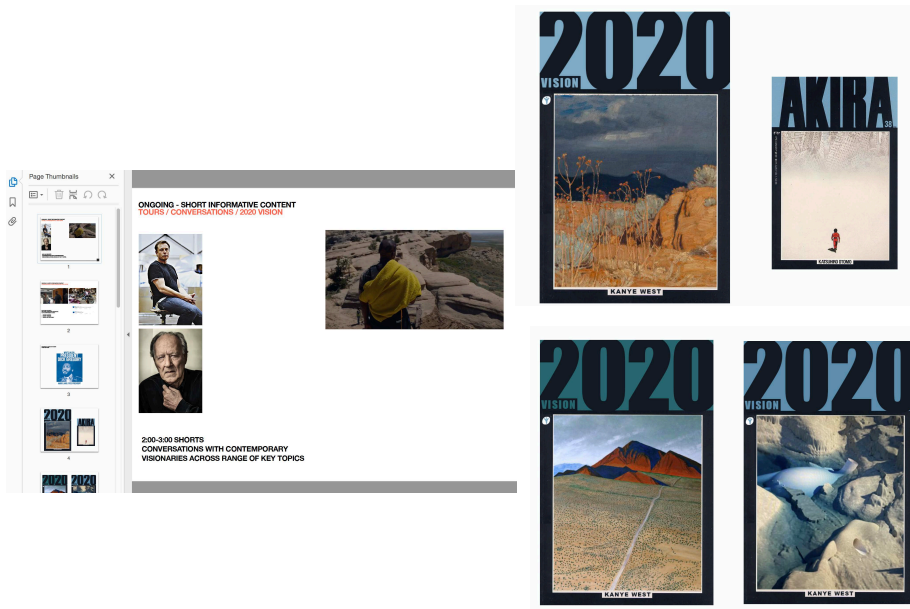


CAMPAIGN 2020 VISION

2020 VISION IDEATION



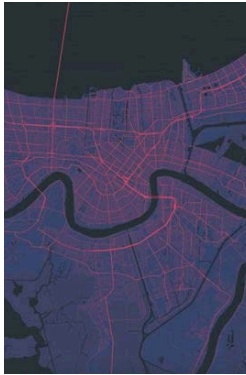
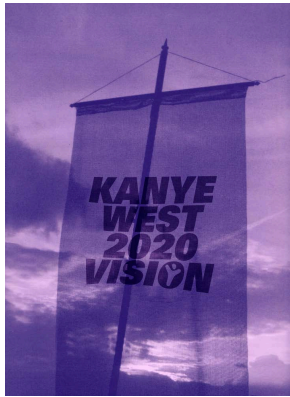
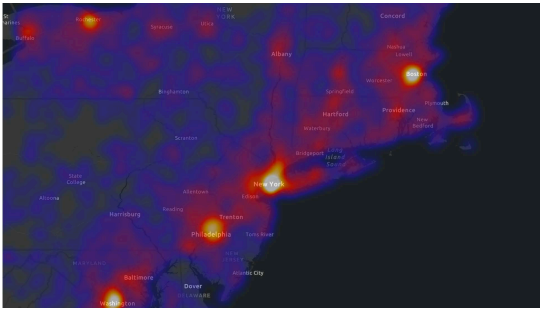
2020 VISION IDEATION



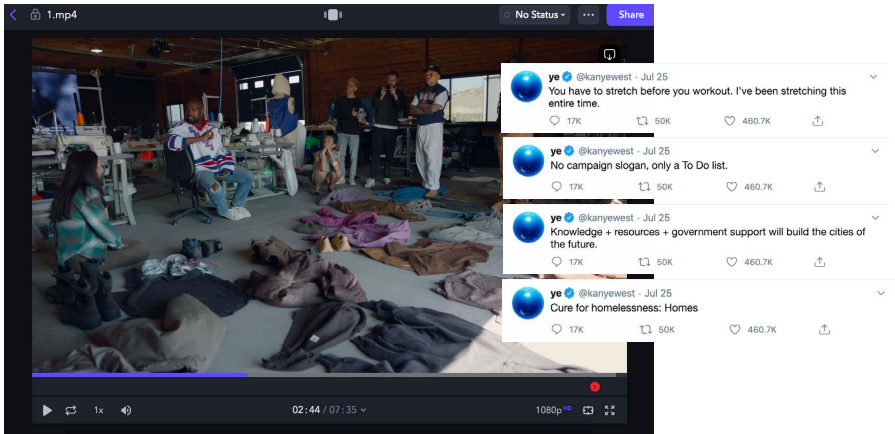
2020 VISION IDEATION



PURPLE AS INFORMATION
VISUAL LANGUAGE

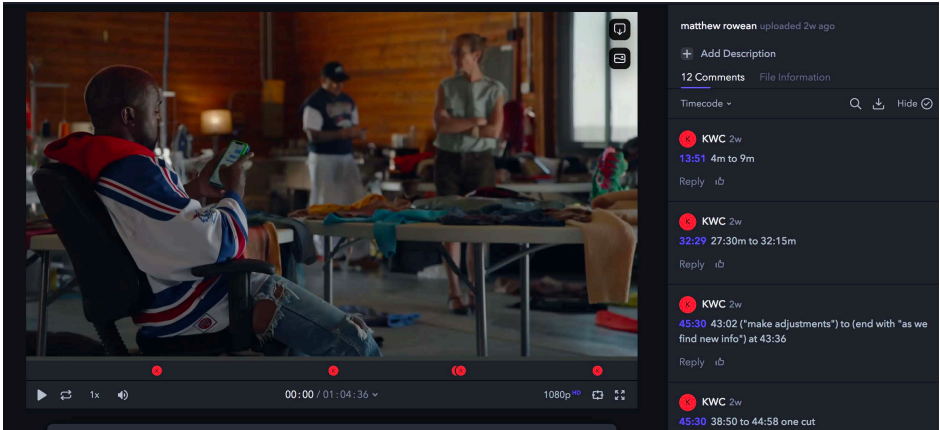


ON SITE CUT DOWNS OF
CONVERSATIONS TO SUPPORT KWC



Pulling audio selects from long
conversations which were utilized by
campaign team and to provide tweet options

ON SITE CUT DOWNS OF
CONVERSATIONS TO SUPPORT KWC



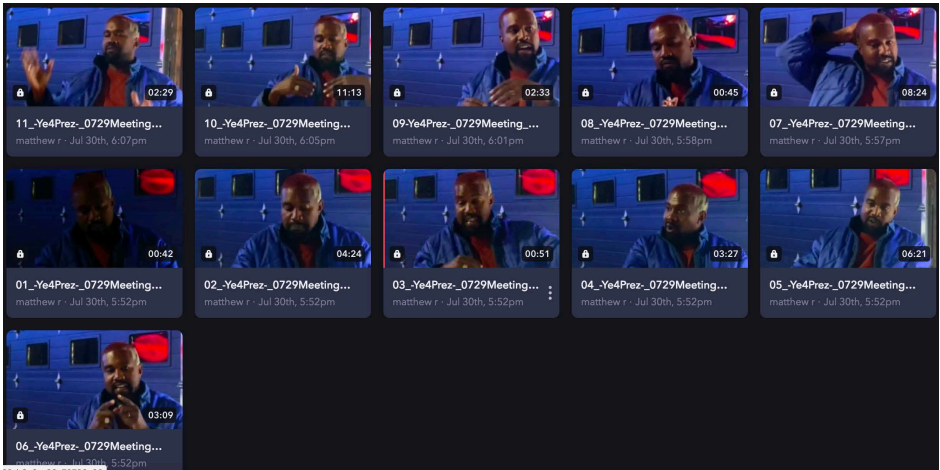
Pulling audio selects from long conversations
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ON SITE CUT DOWNS OF
CONVERSATIONS TO SUPPORT KWC



Many cut downs of long format meetings
(shorter clips of best conversation points)
Requested by campaign team

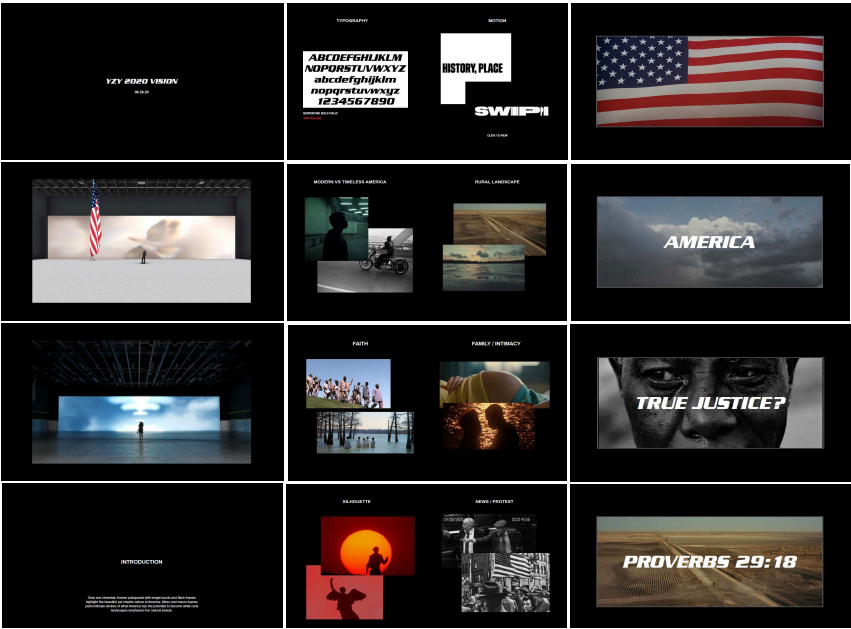
ON SITE CUT DOWNS OF
CONVERSATIONS TO SUPPORT KWC



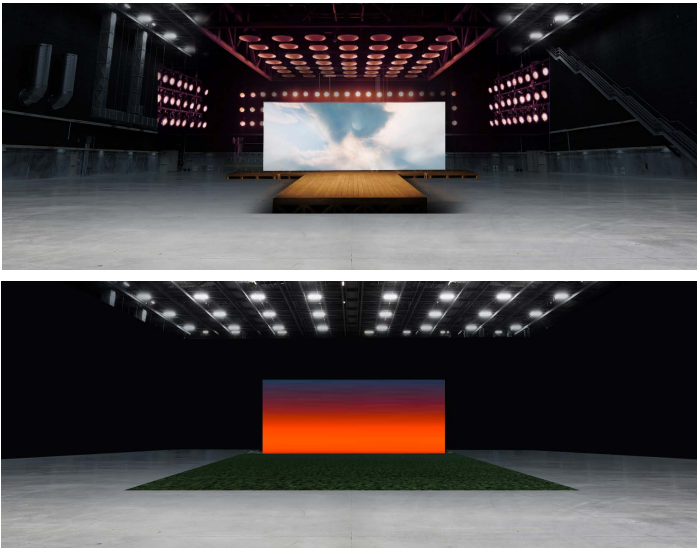
Many cut downs of long format meetings
(shorter clips of best conversation points)
Requested by campaign team

**CAMPAIGN
2020 VISION
ATLANTA - PINESWOOD**

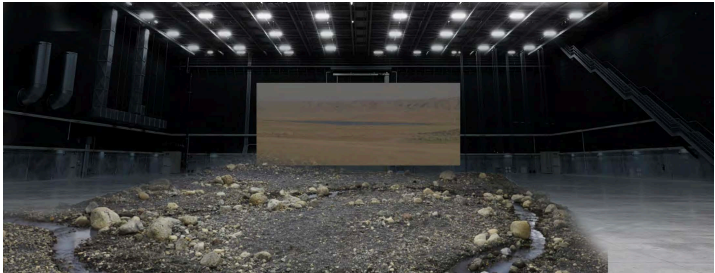
UPDATED 2020 VISION TREATMENT



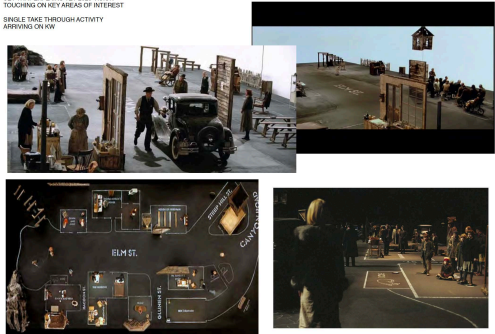
UPDATED 2020
STAGE COMPS



UPDATED 2020
STAGE COMPS

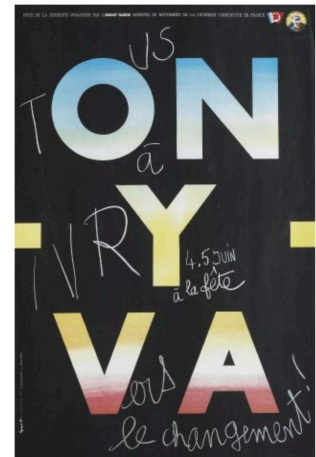


SET THAT EXPLAINS ZY 2020 VISION
TOUCHING ON KEY AREAS OF INTEREST
SCALE TAKE THROUGH ACTIVITY
ARRIVING ON-ICE



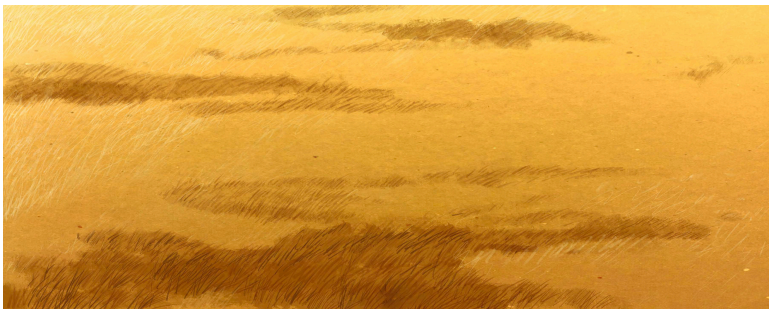
PROPAGANDA
RESEARCH

Pierre Bernard & Grapus

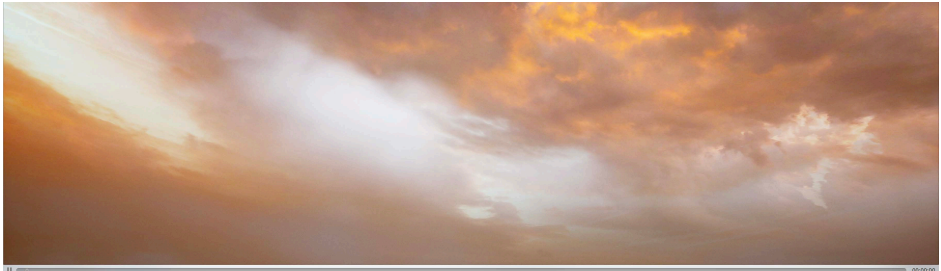




CUSTOM ART & ANIMATION FOR LARGE LED WALL



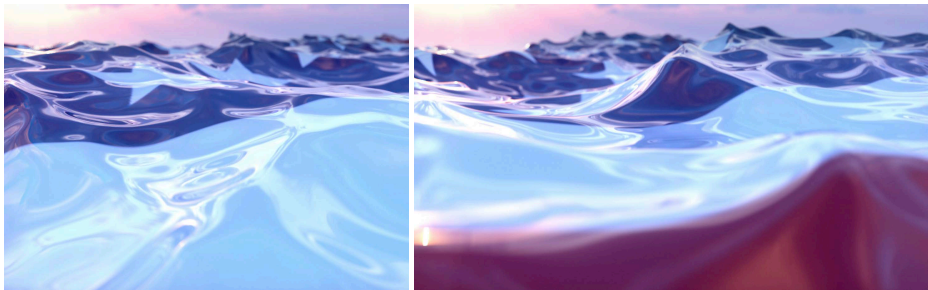
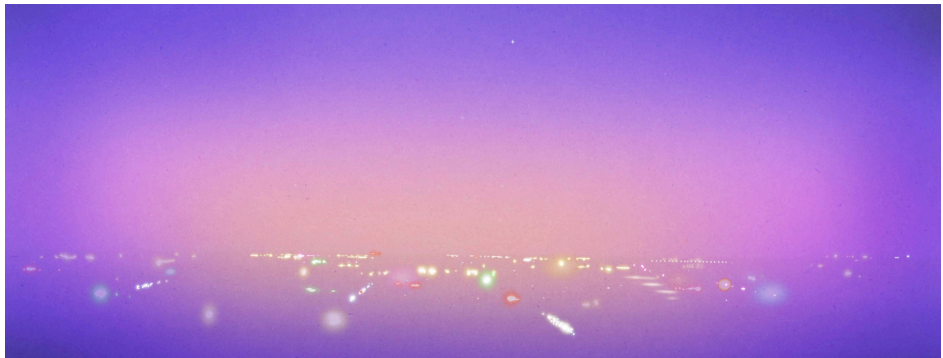
CUSTOM SKY ANIMATION FOR LARGE LED WALL



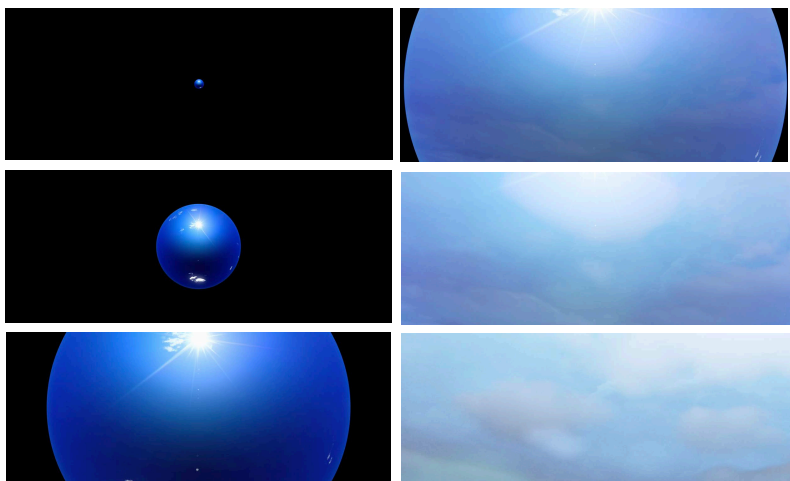
CUSTOM WATER ANIMATION FOR LARGE LED WALL



CUSTOM ART & ANIMATION FOR LARGE LED WALL



CUSTOM ART & ANIMATION FOR LARGE LED WALL



RIZER
 KE JACOB EMRY MCILVEEN JACOB FRAUSTO
 JESUS BON
 JOHN JAMES MONAHAN JR.
 JOSE SOTO
 JUAN AYON-RUIZ
 KATHRYN R. HALE
 KEVIN ADOLPHE KEVIN ALAN

[illegible]

RON PHILLIPS AARON T. BROOKER AARON TOLEN ABDIRAHMAN SALAD ABEL LOPEZ-LOPEZ ADAM RAY HERNANDEZ
KANDER SCOTT ALVIN COLE ALVIN LAMONT BAUM ANDRES GUARDADO ANDREW S. GWYNWYN ANDREW SMYRNA ANT
YON MCCLAIN ANTHONY TAYLOR ANTONIO VALENZUELA ARMANDO MORENO GARCIA ASHLYNN LISBY BARRY GEDEUS
MELVIN THAYER BRAD STIREWALT BRANDON D. ROBERTS BRANDON LEWIS BREONNA TAYLOR BRIAN FRANCIS FILIO
NICOLIA CHARITY THOME CHARLES EDWARD MARSH CHARLES HARWOOD CHARLES PARKER CHASE ELDON BROOK
JOEL MOCK CHRISTOPHER KIMMONS CRAVEN CHRISTOPHER MULLINS CHRISTOPHER PALMER CLANDO ANITOK CLAU
DAKOTA LEE CHARLSON DAKOTA YANCEY DALLAS PEARCE DANIEL DUANE JENSEN DANIEL MURILLO DARIUS
DAVID WILLIAM IRVING DEANDRE LEE SEABOROUGH-PATTERSON DEANNE MARIE OWSIANIAK DERRICK ELSETH JR. DERRI
UNTER DONNIE SANDERS DORGEI CISNERO-MESA DOUGLAS HAROLD HART DOUGLAS J. FOSTER DREASON R
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STRICKLAND GAGE SOUTHARD GARY BROWN GARY KEVIN PARTIN GARY LEE TIERNEY SR. GARY P. DORTON GAST
ANTONIO CONCHAS-BUSTAS GIUSEPPE PARTICIANONE GLENN A. WHITE GLENN FARSE YOUNG GORDON WHITAKER G
HAKIM LITTLETON HANNAH R. FIZER HANS ALEJANDRO HUITZ HAROLD SPENCER HEATHER J. MOCK HEBBA MOMTA
JACK D. BOLINGER JACOB BLAKE JACOB EMERY MCILVEEN JACOB FRAUSTO JAMARI DAWSON TARVER JAMES "THOMAS
HURST JARVIS SULLIVAN JASON GORA JASON JESSE GALLEGOS JEFFERY DALE MILLSPAY JEFFREY MCCLURE
JAHAM JERRY GAGHINS JERRY M. BETHEL JESSE CEDILLO JERIE STRINGFIELD JESUS BONITO GARCIA JOE LOUIS C
JOHN FRANCIS TIPPETT JR. JOHN H. ROSS II JOHN JAMES MCGILL JOHN MARK HENDRICK JR. JOHN VIK JOHN PHILLIP
JOE GAINZA JOSE L. RIVERA JOSE SOTO JOSEPH J. J. SHUA BLESSED JOSHUA CHRISTOPHER NOLES
JAF JOSHUA JAMES BROWN JOSHUA RUSSELL JUAN JUAN JUAN JUAN JUAN JUAN JUAN JUAN JUAN JUAN JUAN JUAN
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JERRY MICHAEL BOUNSOM KEVAN RUFFIN JR. KEVAN RUFFIN JR. KEVAN RUFFIN JR. KEVAN RUFFIN JR. KEVAN RUFFIN JR.
BARRON BALLARD LEONARD PARKER JR. LEWIS RUFFIN JR. LEWIS RUFFIN JR. LEWIS RUFFIN JR. LEWIS RUFFIN JR.
NARCUS JAMES URIBE MARIANO OCON JR. MARQUIS GOLDEN MARVIN O'REILLY MARY KATE FIELD MARY LAWRENCE
AURICIO HERNANDEZ MCCHALE ROSE MICHAEL 'BLUE' THOMAS MICHAEL BRANDON POTTIER MICHAEL COLLINS MICHAEL
EL NORTON MICHAEL RAMOS MICHAEL SELTZER MICHAEL WALLACE MICHAEL LEE MIGUEL MERCADO SEGURA MODEST
LAS HIRSH NICO DESCHENIE ORLANDO ABEYTA OWEN EARL BARTON PABLO ELIAS PHILLIP DIBENEDETTO PRINCE
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BERT COCIO ROBERT HARMAN SWORD ROBERT JOHNSON JR. ROBERT LYON RODNEY MORRISON RODRIGO AQUINO
UBEN SMITH III RUDY ARENAS RYAN E. BASS RYAN EMBLEM ROBERT RYAN O. SIMMS RYAN WHITAKER SAMUEL DAVID
WEBER JR. SEAN MONTERROSA SEAN PATRICK CONSTANCE SHANE FARWELL SHANE TILMAN KENT SHAUN FUHR
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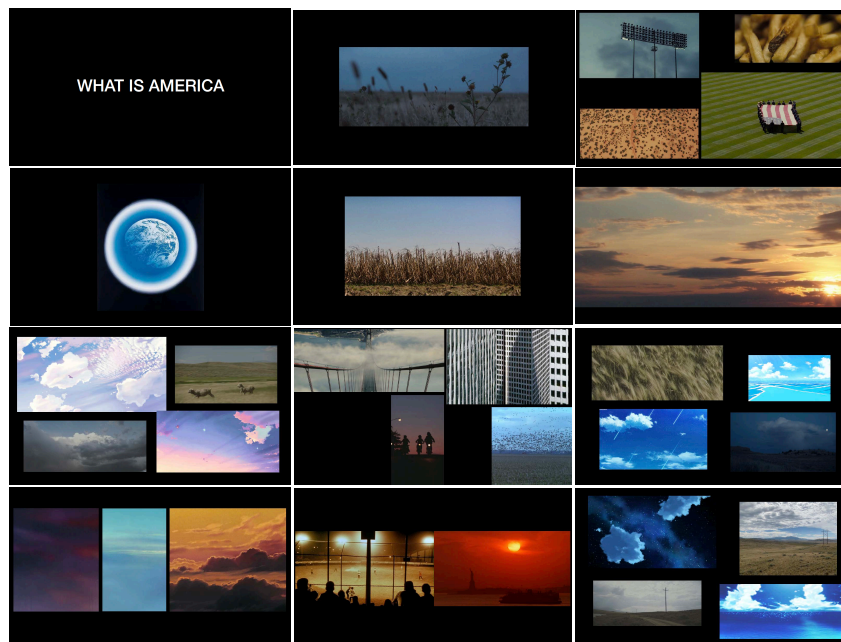
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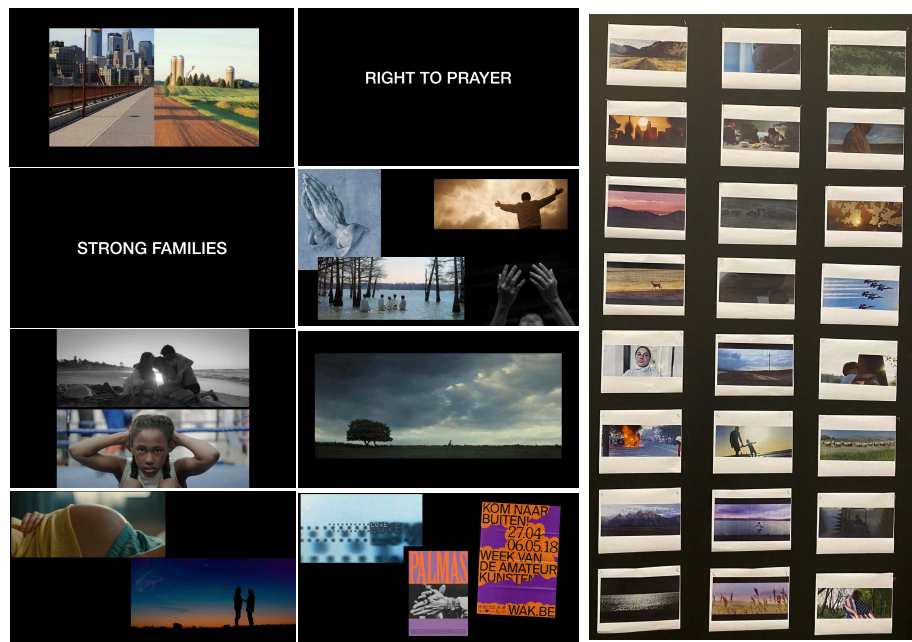
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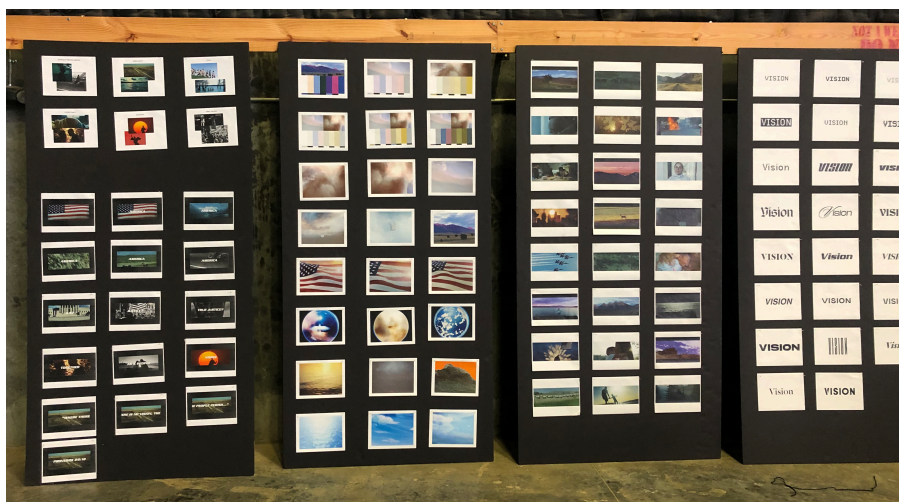
UPDATED 2020 VISION TREATMENT #2



UPDATED 2020 VISION TREATMENT #2

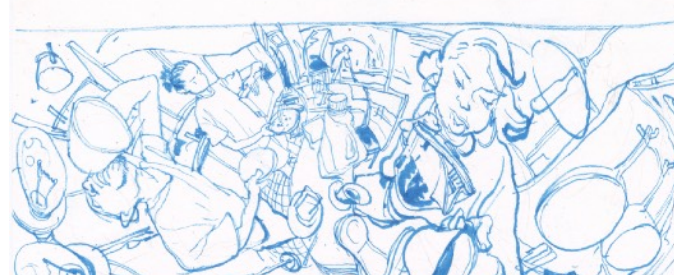
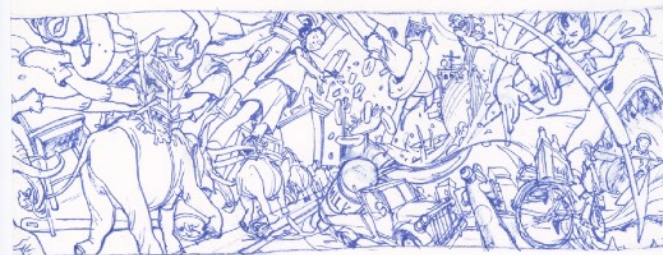


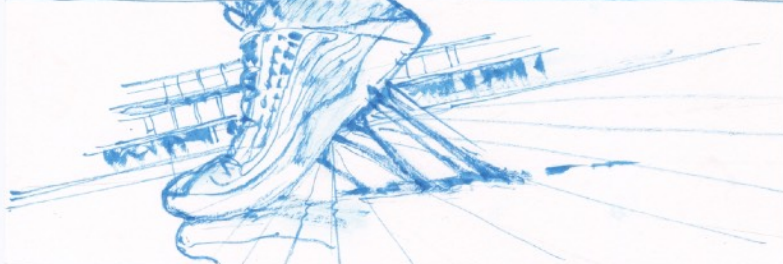
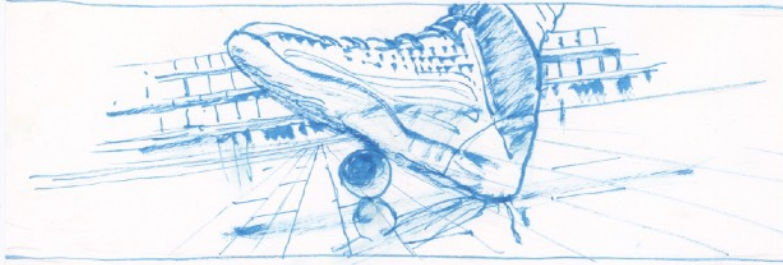
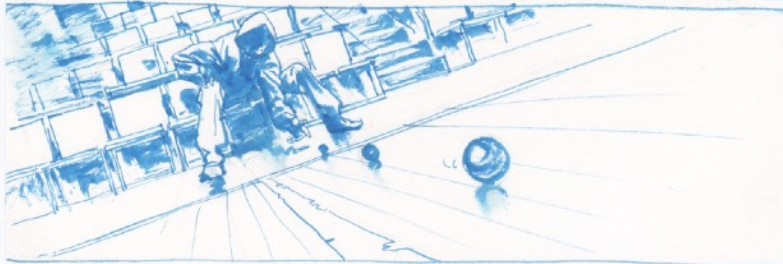
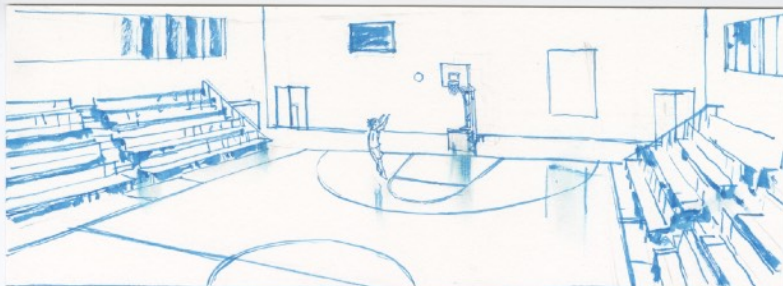
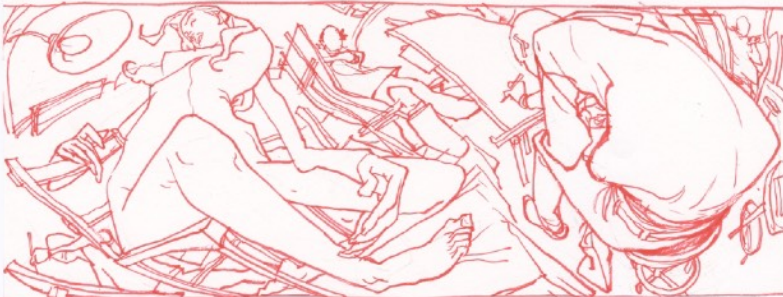
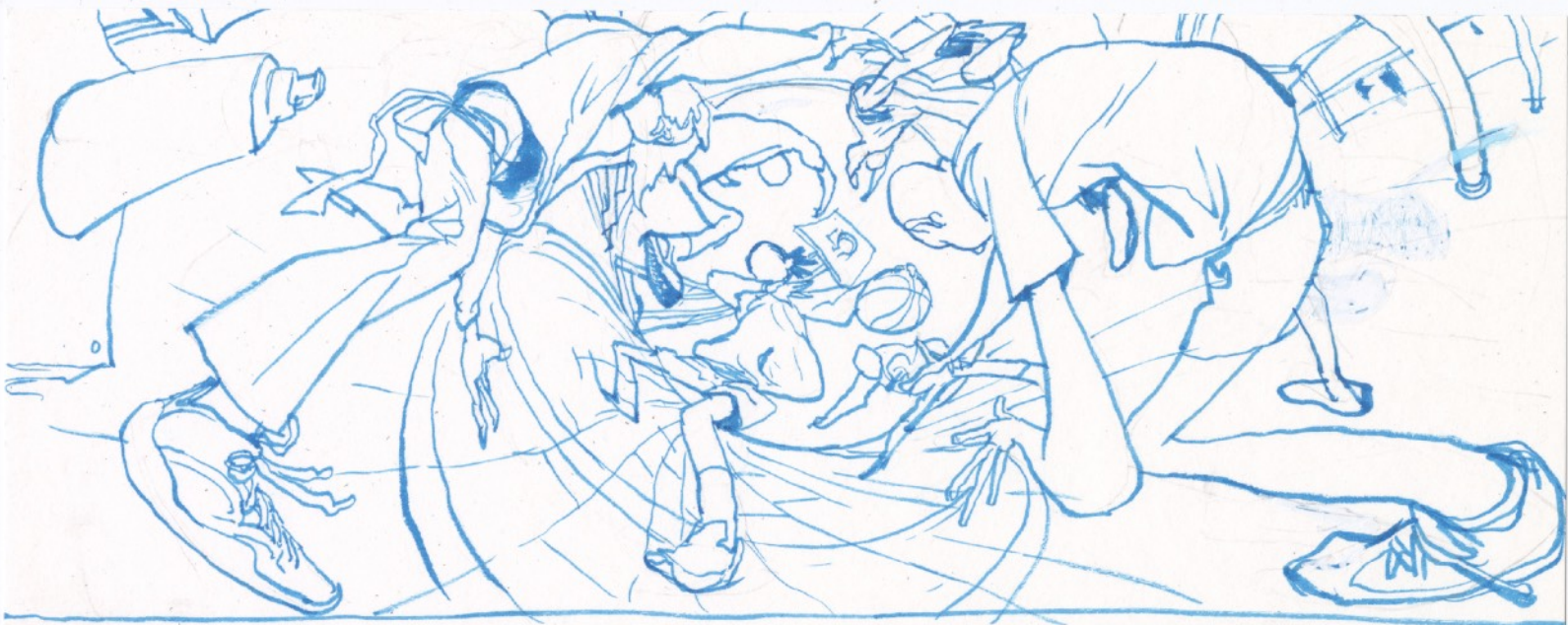
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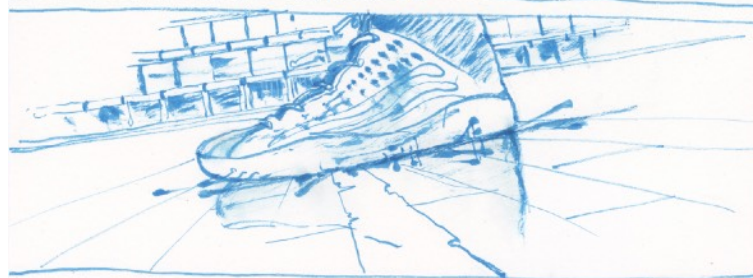
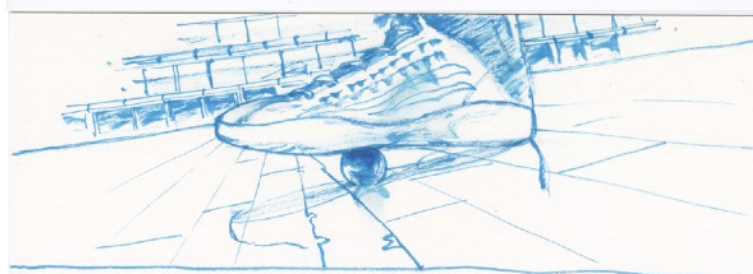
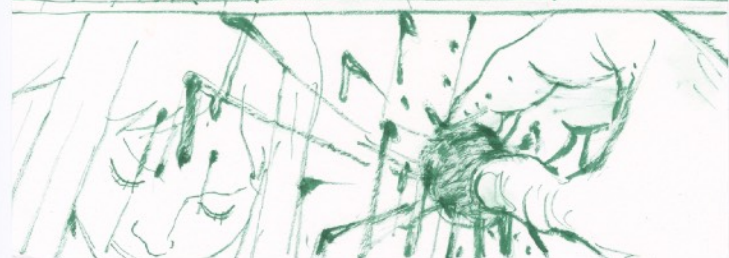
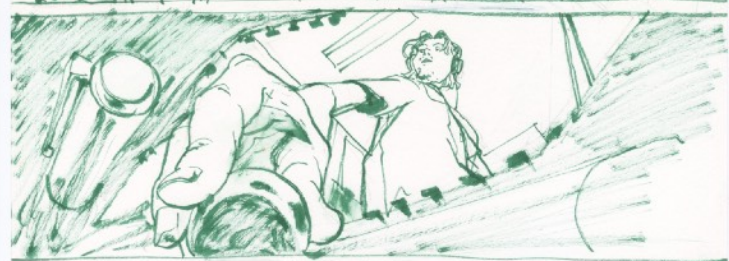
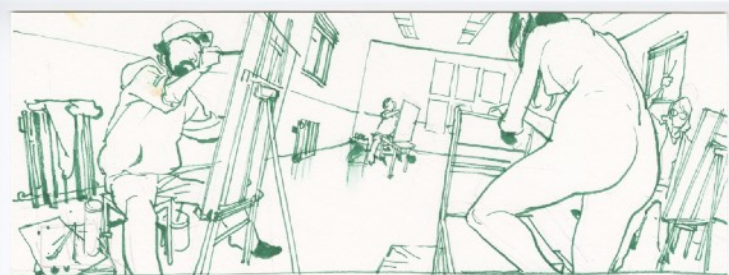
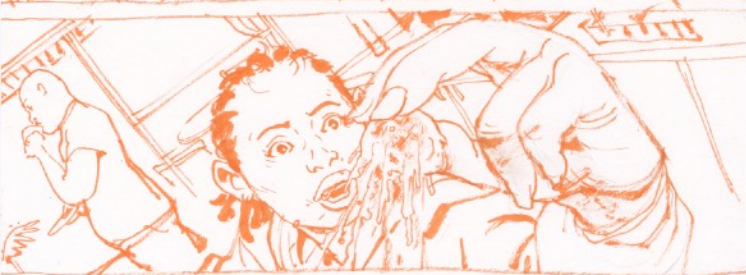
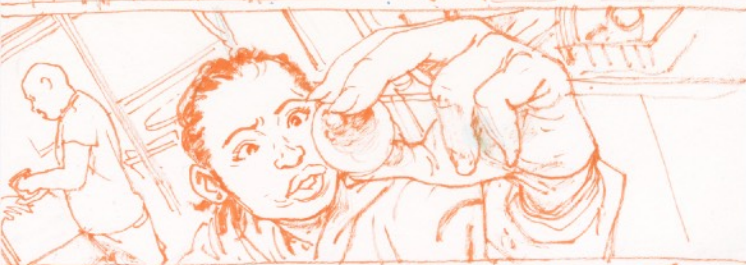
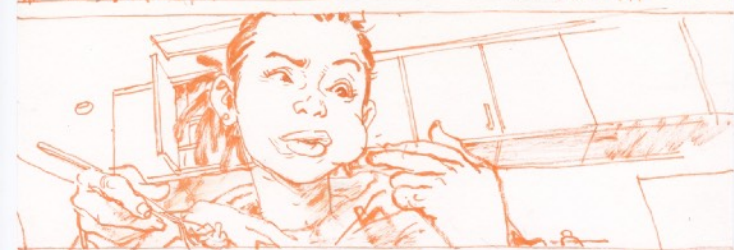


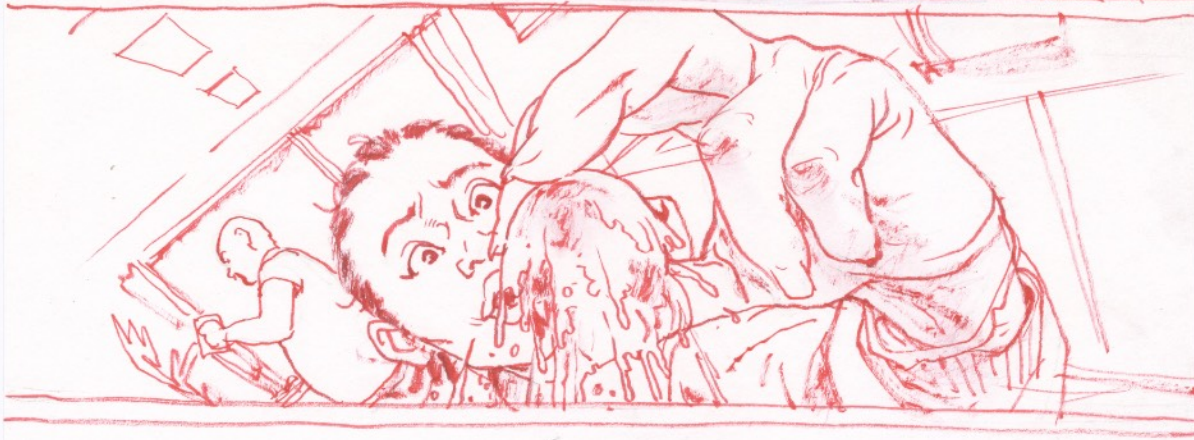
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CREATIVE DIRECTION

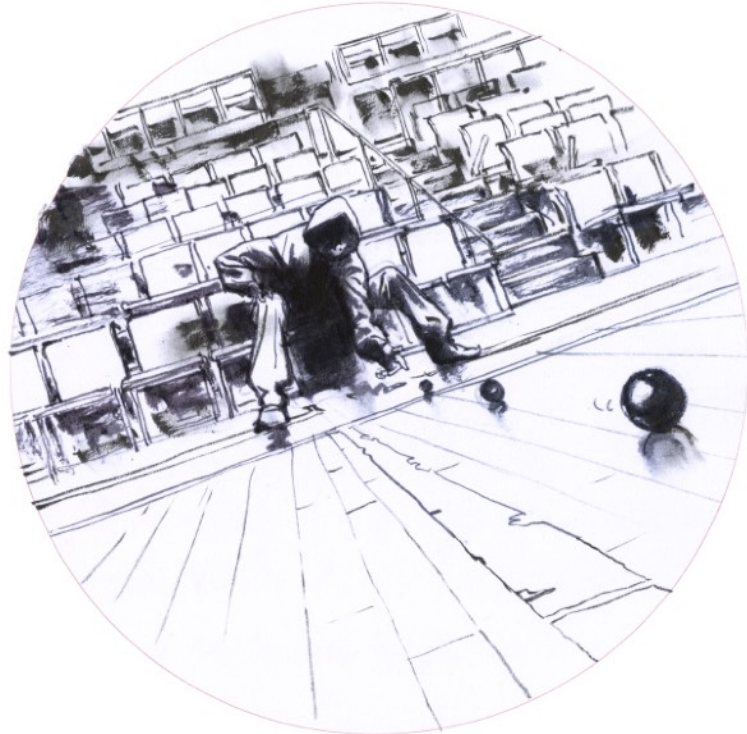
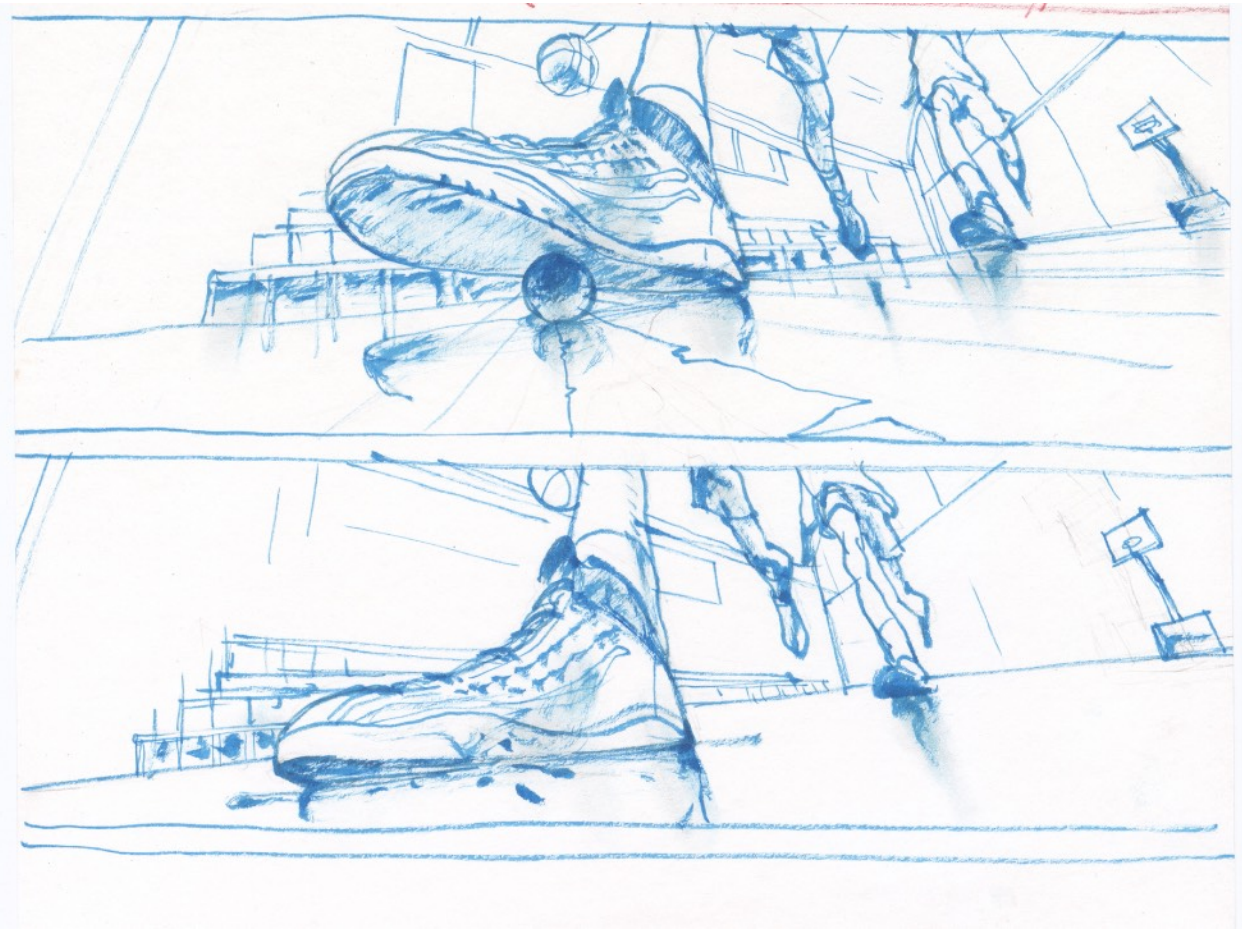


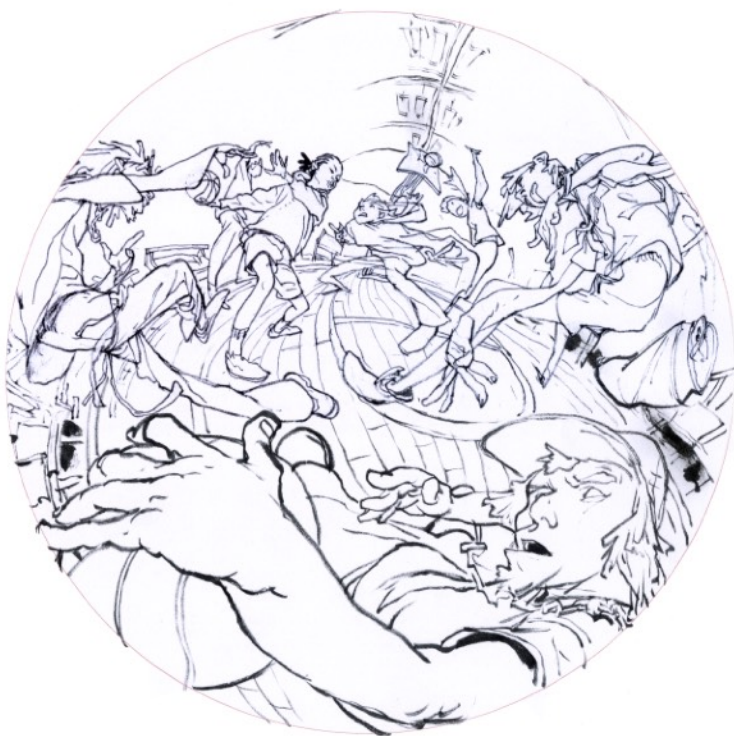
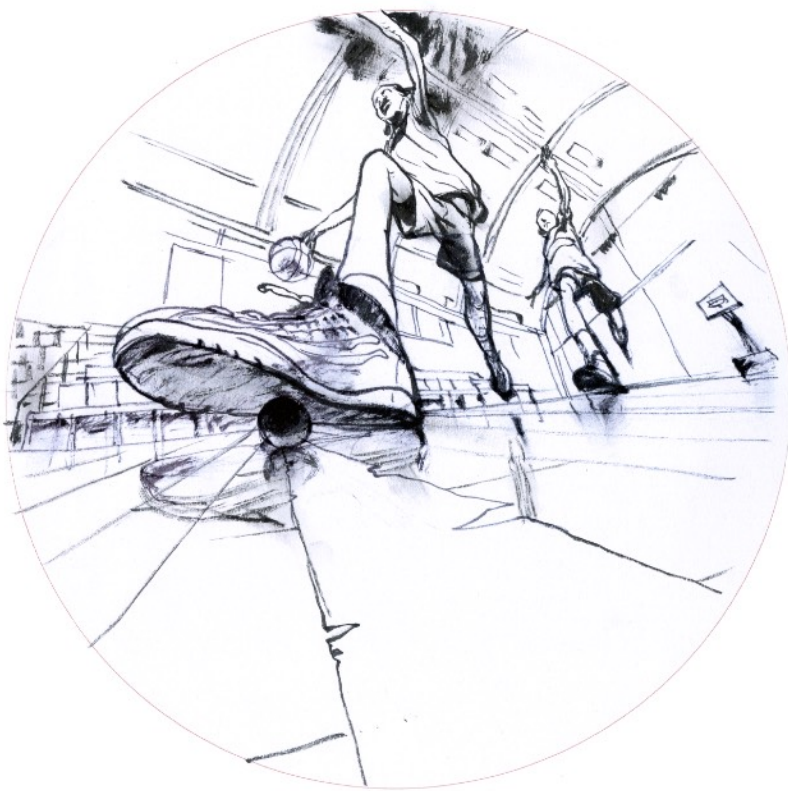
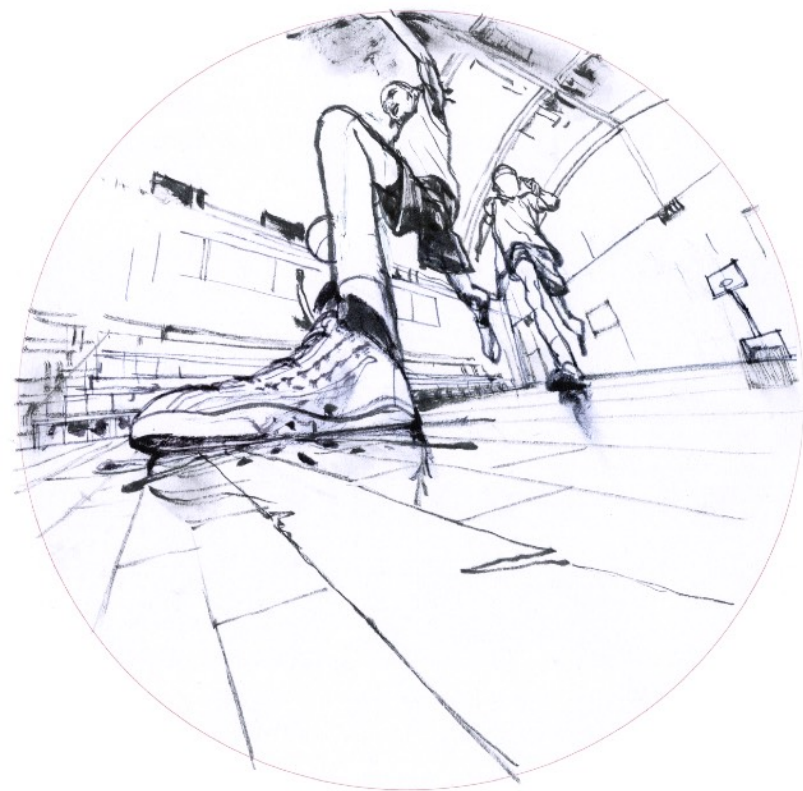


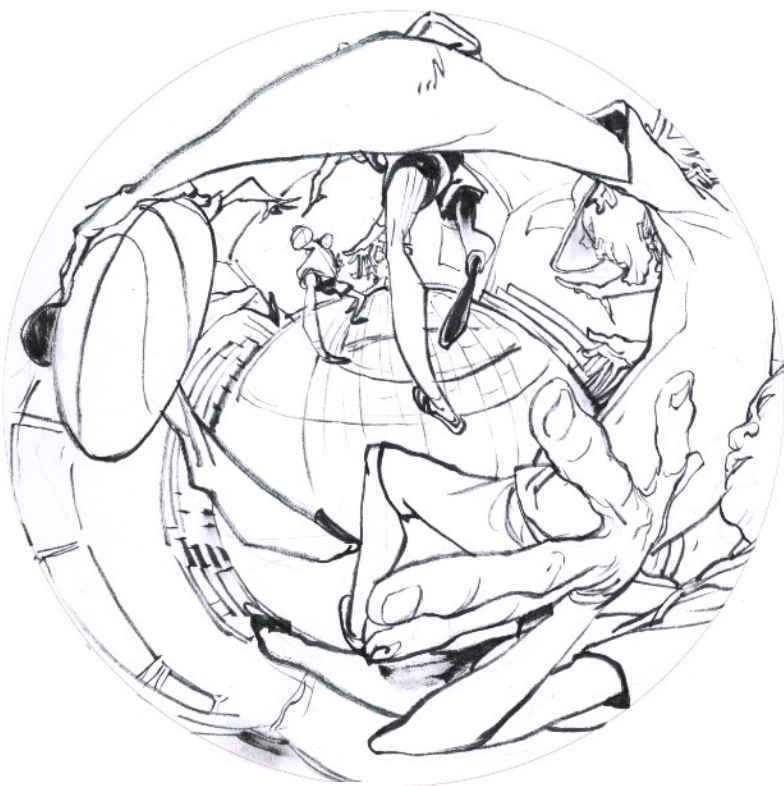
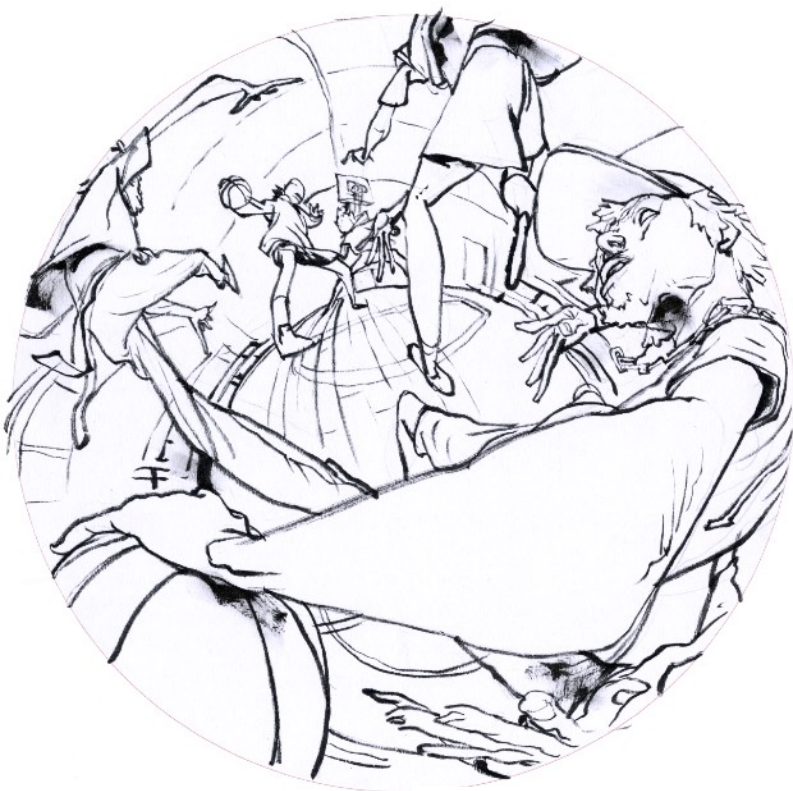




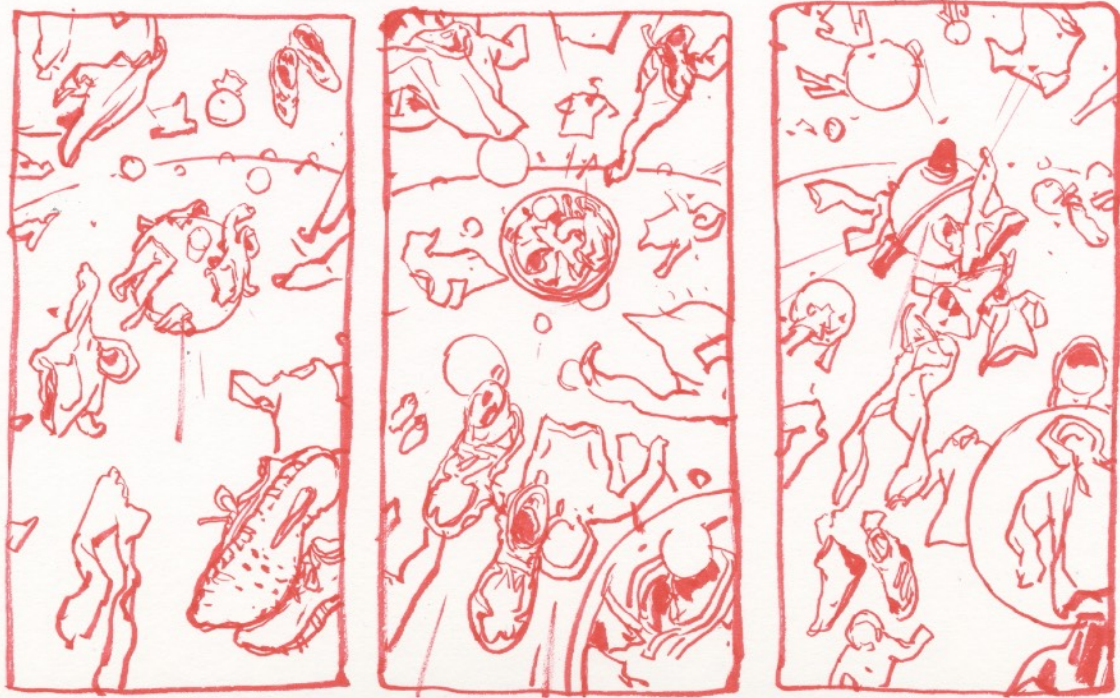
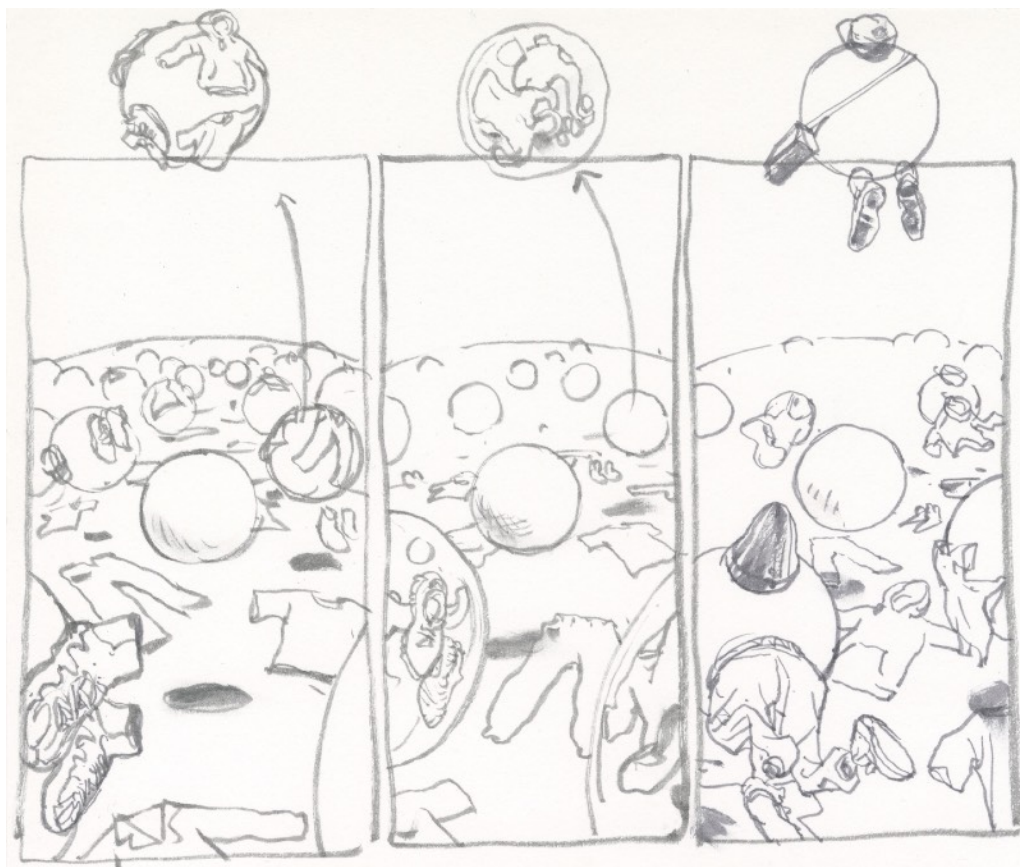


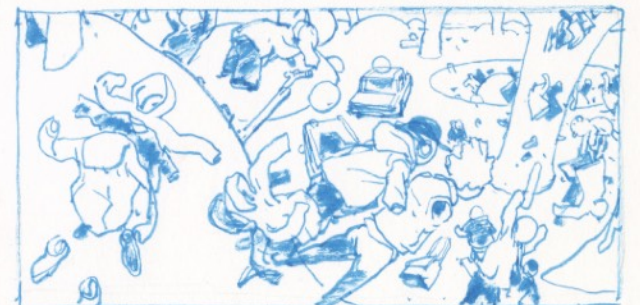
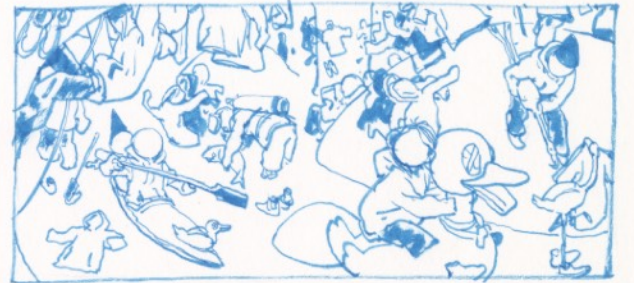


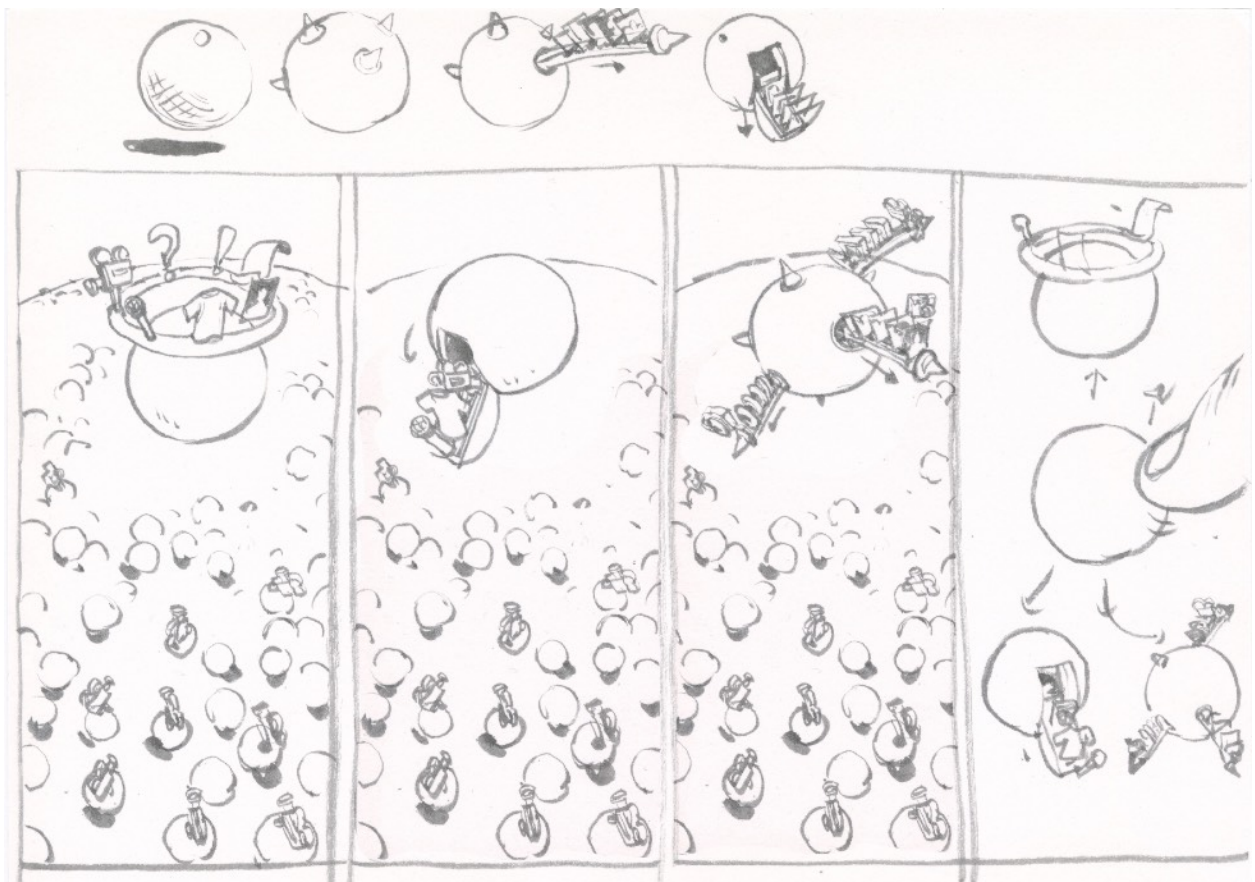
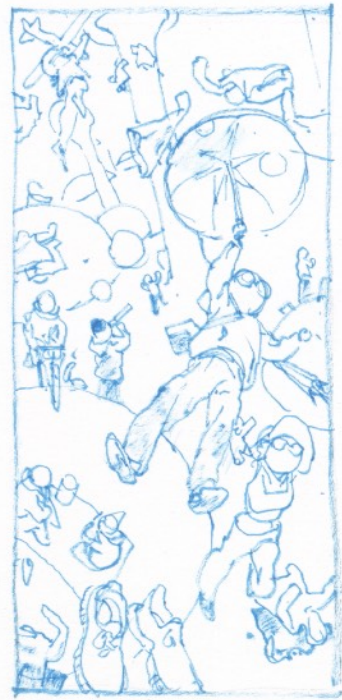
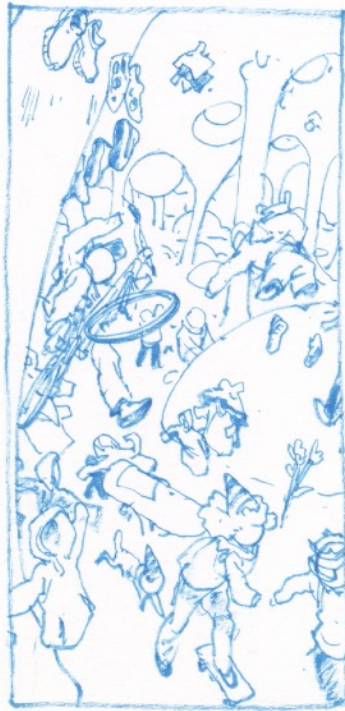
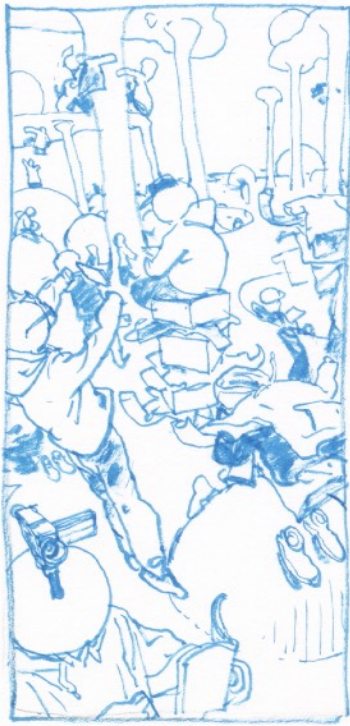




YZY APP SKETCHES









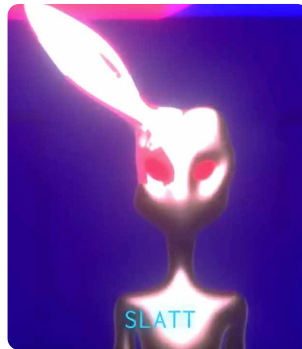
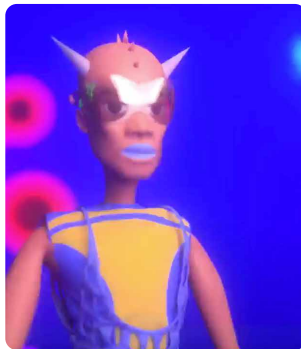
**MOWA ANIMATION
TREATMENT /
RESEARCH &
DEVELOPMENT**



**MOWA
ANIMATION**



**15 SEC EPISODES
TIK TOK INSPO
3D LO FI**



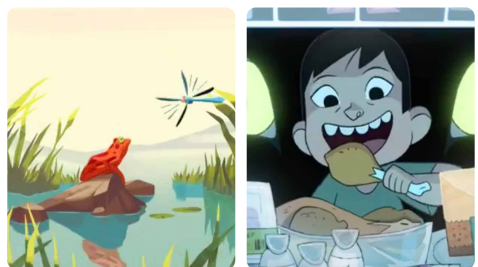
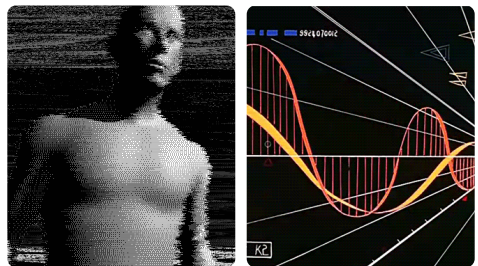
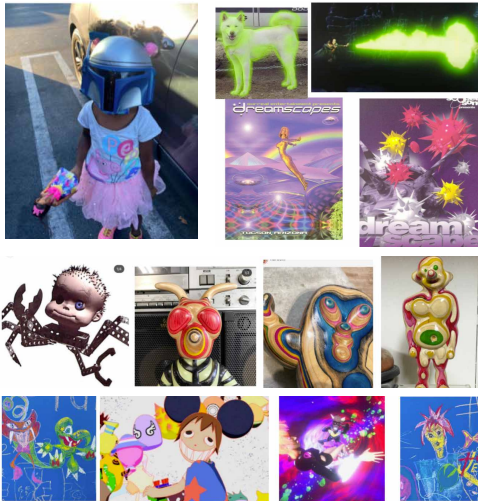
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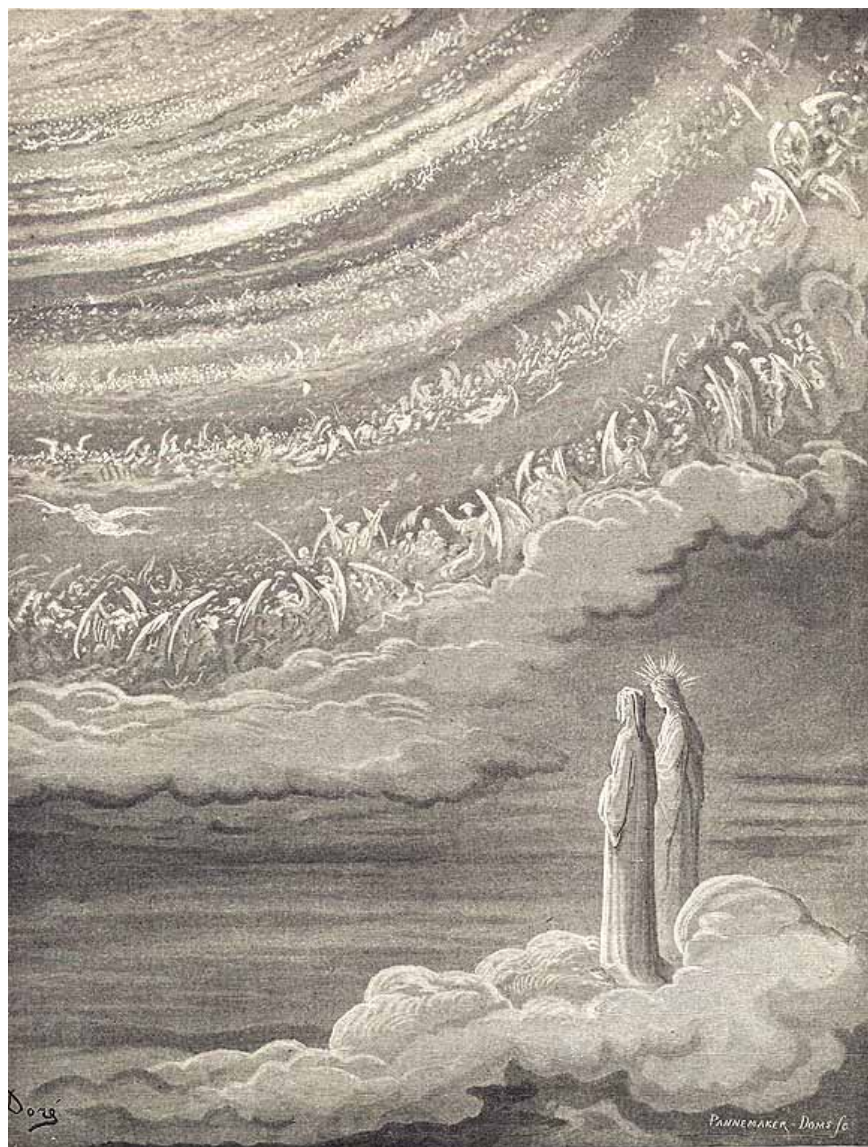
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REFS



ANGELZ
RESEARCH &
DEVELOPMENT



... NON ALTRIMENTI FERRO DISFAVILLA
CHE BOLLE, COME I CERCHI SFAVILLARO.

PARADISO, c. XXVIII, v. 80 e 90.

BIBLIOTECA CLASSICA ILLUSTRATA.

La Divina Commedia. — Disp. 82.^a



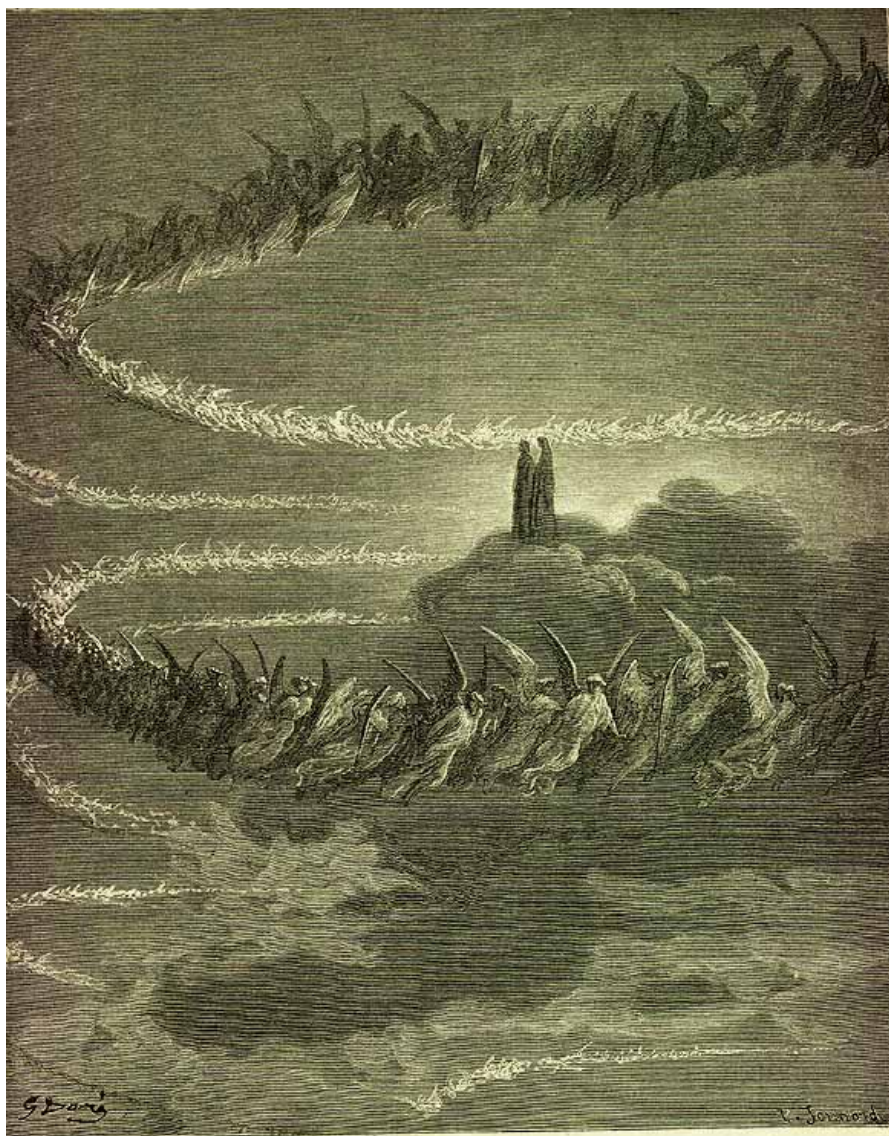


AL PADRE, AL FIGLIO, ALLO SPIRITO SANTO
COMINCIO GLORIA TUTTO IL PARADISO,
SÌ CHE M'INERHIAVA IL DOLCE CANTO.

PARADISO, c. XXVII, v. 1-3.

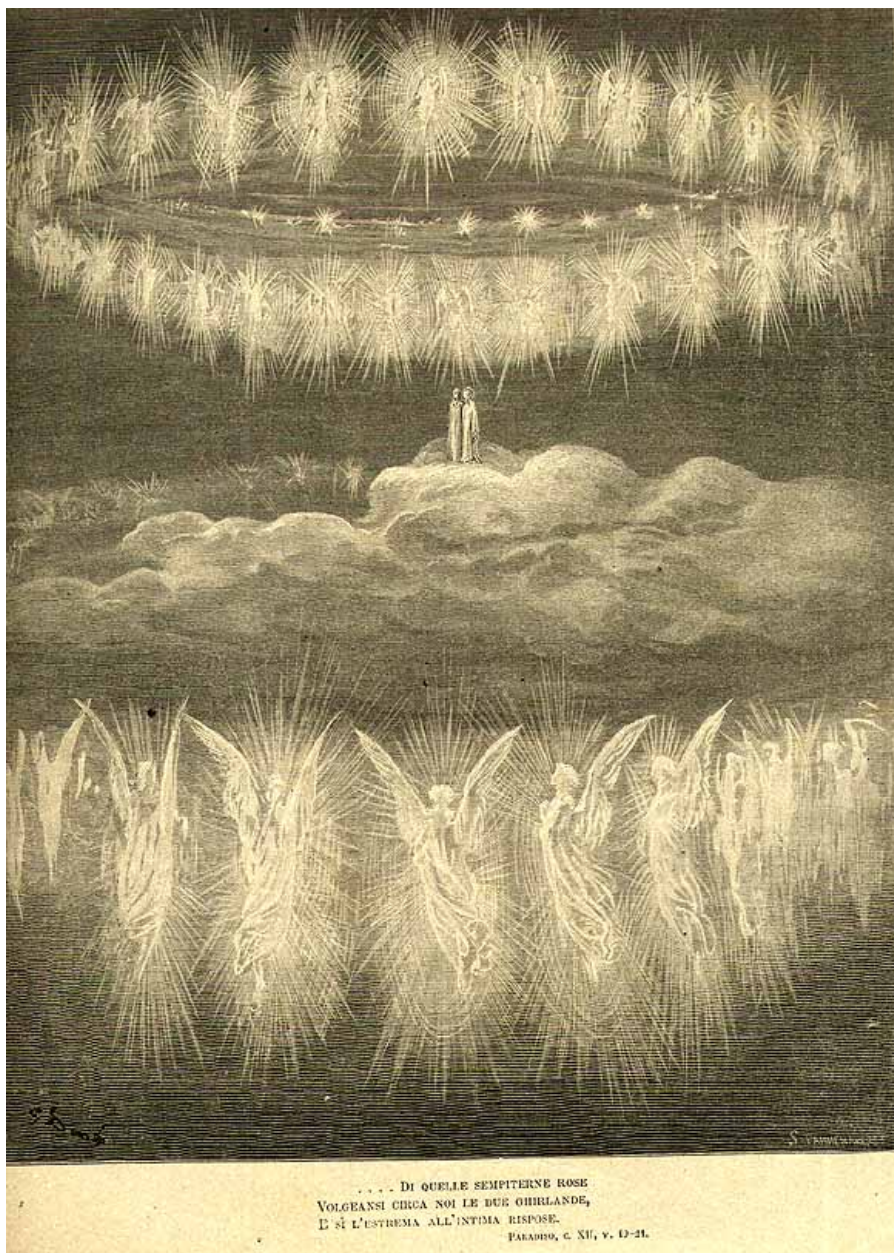
LIOTECA CLASSICA ILLUSTRATA.

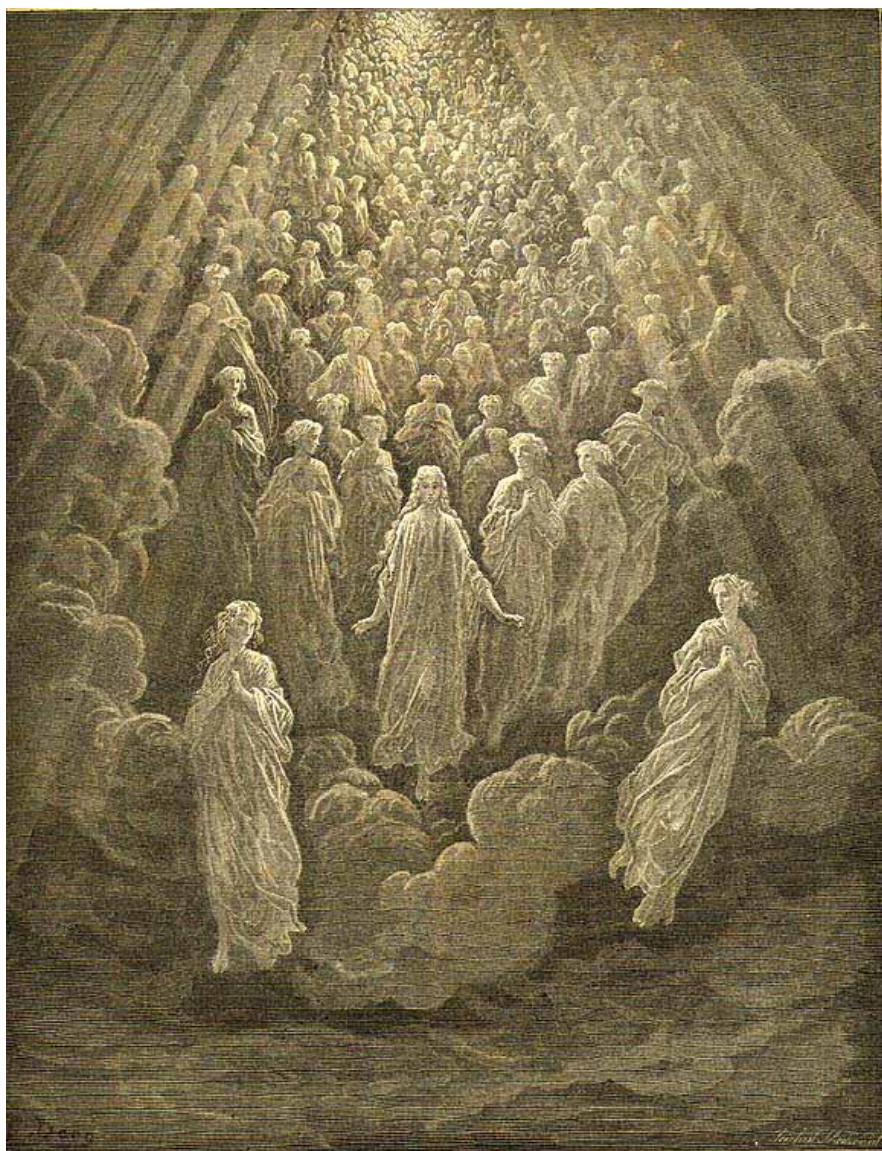
La Divina Commedia. — Disp. 81.*



O DIVA PEGASEA, CHE GL'INGENTI
 FAI GLORIOSI, E RENDI LONGEVI,
 ED ESSI TECO LE CITTADI E I REONI,
 ILLUSTRAMI DI TE, SÌ CH'IO RILEVI
 LE LOR FIGURE COM'IO L'HIO CONCETTE.

PARADISO, C. XVIII, V. 85-89.





SI VIDE' IO BEN PIÙ DI MILLE SPENDORI
TIRARSI VER NOI.

PARADISO, c. V, v. 103 e 104.

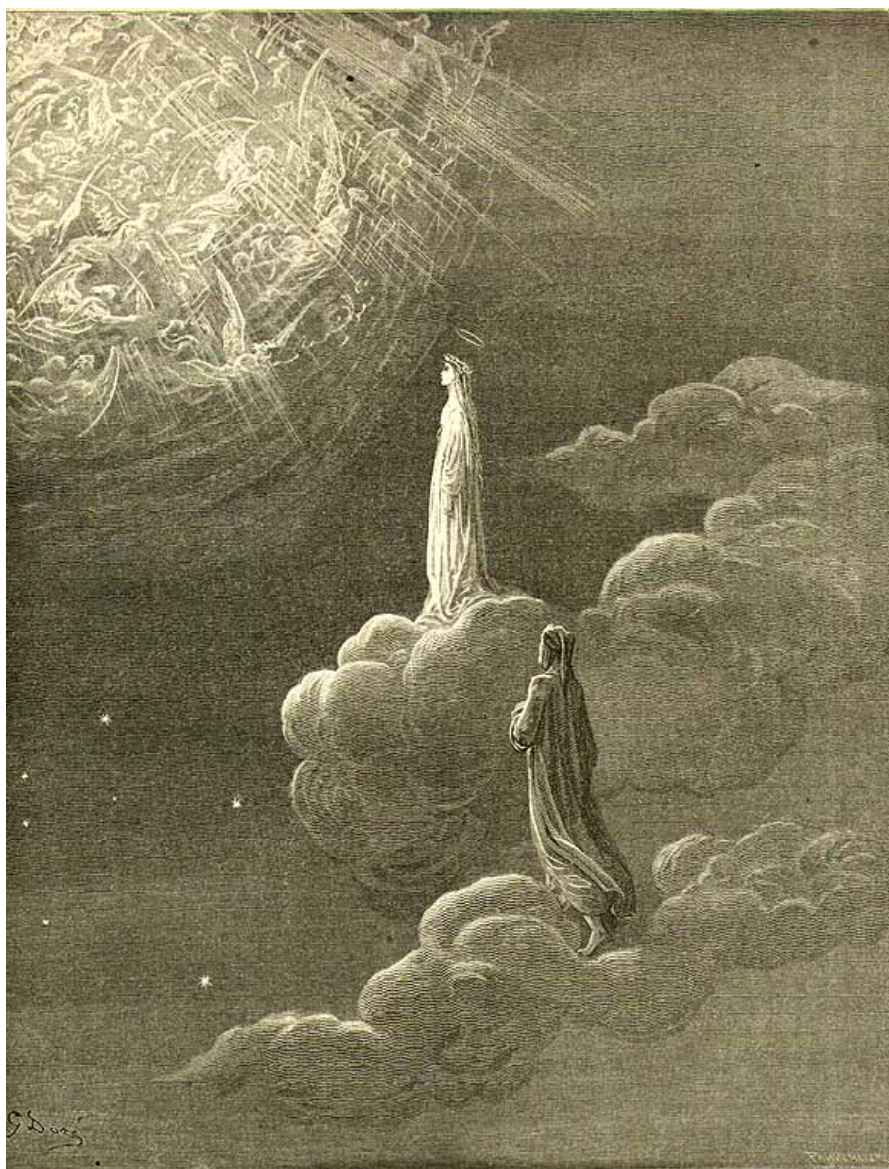
BIBLIOTECA CLASSICA ILLUSTRATA.

La Divina Commedia. — Disp. 67.*

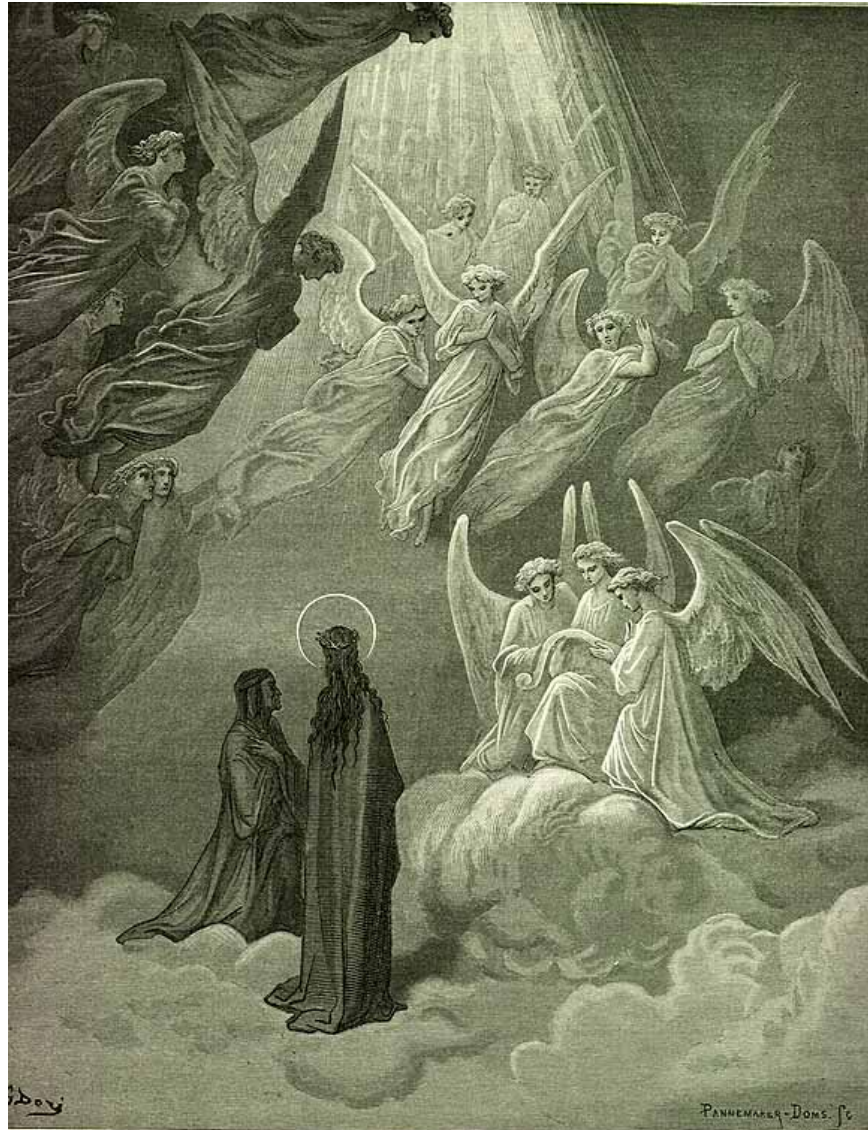


MA CONVENIASI A QUELLA TUTTA SCENA
 CHE GUARDA IL PONTE, CHE FIORENZA FESSE
 VITTIMA NELLA SUA PACE POSTREMA.

PARADISO, C. XVI, v. 115-117.



.... VIDI TRANSLATO
FOL CON MIA DONNA IN PIÙ ALTA SALUTE.
PARADISO, c. XIV, v. 83 e 84.



. . . . TUTTE QUELLE VIVÈ LUCI,
VIE PIÙ LUCENDO, COMINCIARON CANTI
DA MIA MEMORIA LABILI E CADUCI.

PARADISO, c. XX, v. 10-12.



TAL MODO PARVE A ME CHE QUIVI FOSSE
IN QUELLO SFAVILLAR CHE INSIEME VENNE,
SÌ COME IN CERTO GRADO SI PERCOSSE.

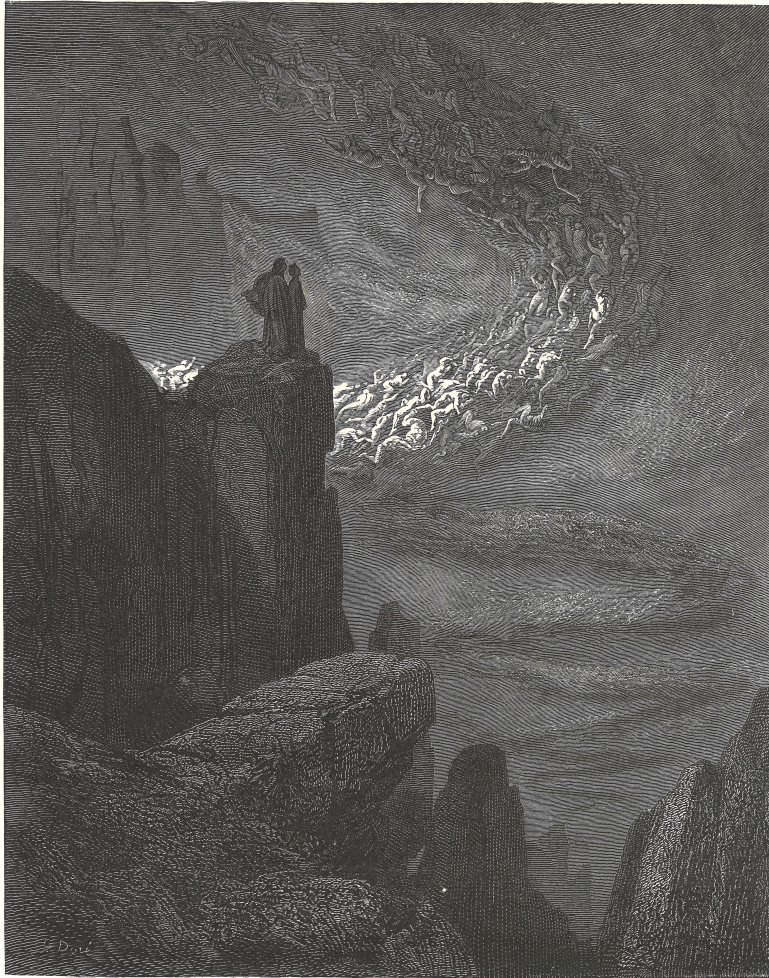
Paradiso, c. XXI, v. 60-62.



O MILIZIA DEL CIEL, CU' IO CONTEMPO,
ADORA PER COLOR CHE SONO IN TERRA
TUTTI SVIATI DIETRO AL MALO ESEMPIO.

Divina Commedia. — Disp. 75.*

PARADISO, c. XVIII, v. 421-426.

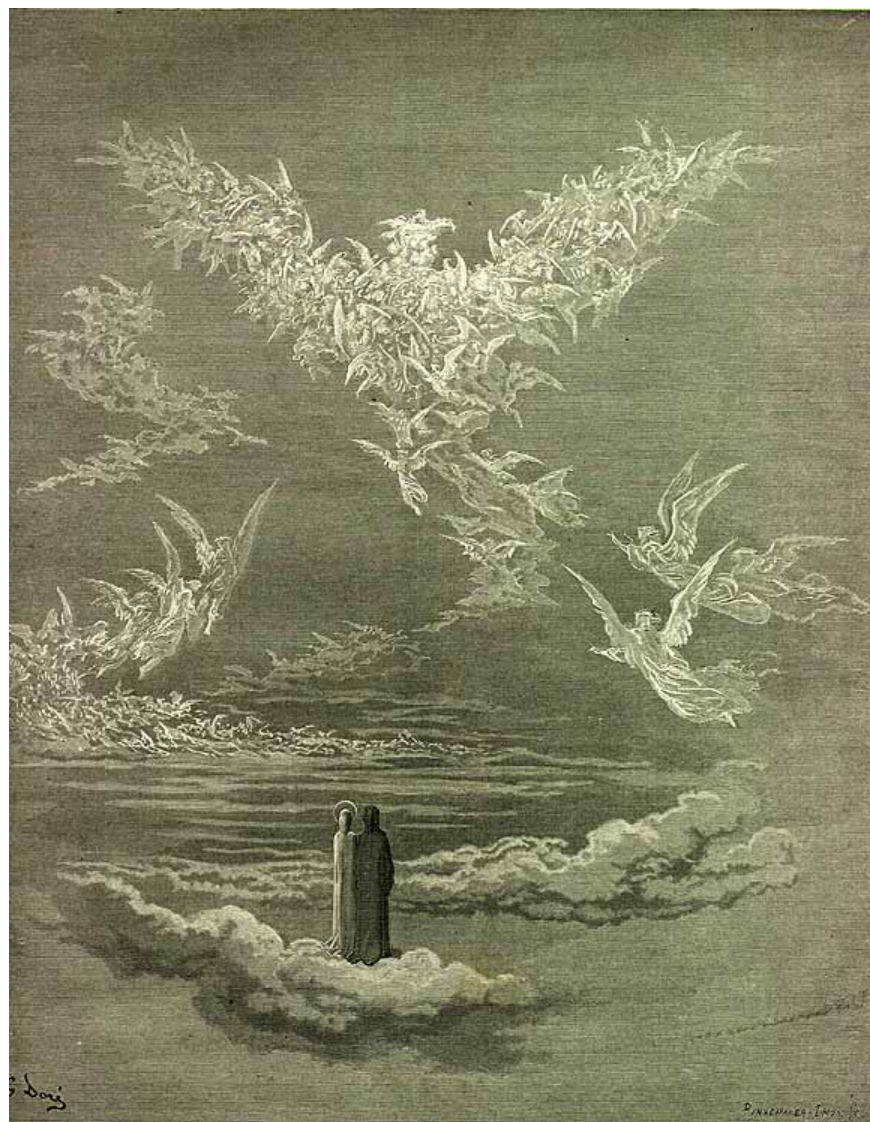






IVI PAREVA CH'ELLA ED IO ARDESSE,
 E SÌ L'INCENDIO IMMAGINATO COSSE,
 CHE CONVENNE CHE IL SONNO SI ROMPERSE.

PURGATORIO, C. IX. V. 31-33.



PARCA DINANZI A ME CON L'ALE APERTE
LA BELLA IMAGE, CHE, NEL DOLCE FREGI,
LIEVE FACEVA L'ANIME CONSERTE.

PARADISO, c. XIX, v. 1-3.

BIBLIOTECA CLASSICA ILLUSTRATA.

La Divina Commedia. — Disp. 76.^a



Love brought us to one death : Caina waits
The soul who spilt our life.

Canto V., lines 105, 106.



CHÈ QUELLA CROCE LAMPEGGIAVA CRISTO,
SÌ CH'IO NON SO TROVARE ESEMPIO DEGNO.
PARADISO, c. XIV, v. 101 e 102.



GIÀ ERAN GLI OCCHI MHI RIFISSI AL VOLTO
DELLA MIA DONNA, E L'ANIMO CON ESSA,
E DA OGNI ALTRO INTENTO S'ERA TOLTO.

PARADISO, c. XII, v. 1-3.

BIBLIOTECA CLASSICA ILLUSTRATA.

La Divina Commedia. — Disp. 77.*





